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WHERE THE ACTION IS

This issue sees the launch of an incredible new game which we predict will take the nation by storm. Hundreds of people all over the country will pit their wits against each other in *The Final Conflict*. Make sure you join the conflict! Make there's also terrific news for adventure lovers. A new section has been created specially for you. Be watch your fingers. It's a hot, hot issue.

R·E·G·U·L·A·R·S

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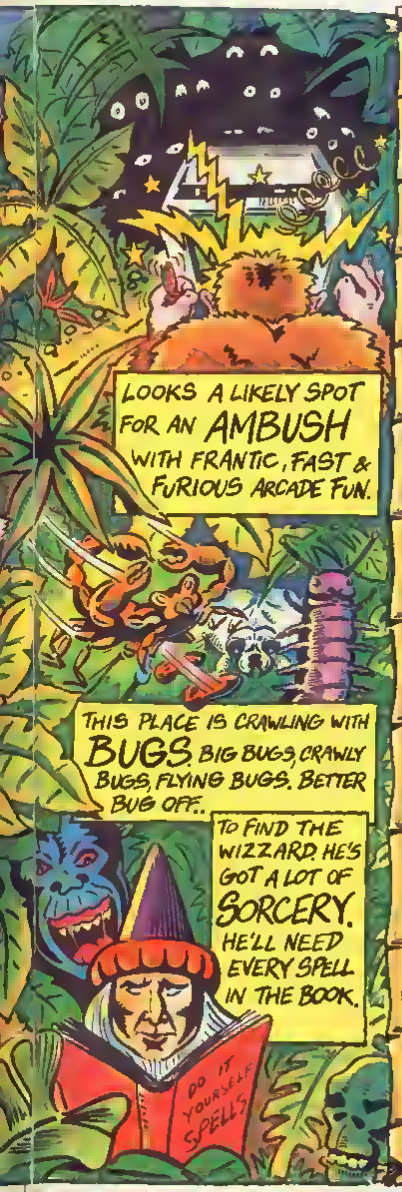
DOWN IN THE JUNGLE SOMETHING STIRRED SOMEONE'S IN A STEW.
YES, IT'S THE LAUGHING SHARK WHO HAD COME IN SEARCH OF 6 NEW STEAMING HOT VIRGIN GAMES
THERE'S RICK O'SHEA AND THOSE WILD ANIMALS DOING THE JUNGLE JIVE.....
'ELLO CHIEF. NEW CARPET? SAY NO MORE. JUNGLE BLUE WASN'T IT? NO? OOPS!! BETTER GET OUT BEFORE HE CAN CHECKOUT
I SPY AGENT 003·5 ON ATLAS ASSIGNMENT. HIS MISSION TO SEEK AND FIND STOLEN NUCLEAR PLANS.



NEW RELEASES

SORCERY

By Mostyn Wheeler for the Spectrum 48K

VGC 1218

By the author of the much acclaimed Dr Frankie. In this mystery tale you are a wizard who can fly, and fly you must through 15 screens, avoiding false trails, evil ghosts and strange beings. You must collect various items and reach the door to the next scene before the attacking beings drain your power. The further you get the harder it gets and the more compulsive Sorcery becomes. To reach the ultimate goal of your trapped sorcerer friends you must be fleet of finger and brain. Excellent colour, graphics and sound.

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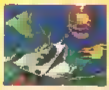
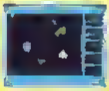




AMBUSH

By Ifs an Williams for the Commodore 64

VGA 6004

Quite simply Ambush is a, 'just one more go!' type game. Get your hands on the controls of your space ship and melody will be able to price them off. Guide the space ship through storms of ever-increasing attacks from strange alien forms. Hit them with your laser and they split in two, hit them again and they drop a proton bomb. Fast furious action that is both compelling and addictive. This is a winner.

£7.95 R.R.P.

Joystick

ATLAS ASSIGNMENT

By Mel Ian Davies for the Spectrum 48K

VGC 1017

This is a text adventure with a difference – it incorporates three arcade-style games, just to keep you on your toes. The player a secret agent has to seek and find stolen nuclear plans. The fate of the world is in your hands. Using cunning and skill to find the plans you must decide what objects you find on your journey will be of use to you. Can you enter the world of espionage and survive?

£5.95 R.R.P.

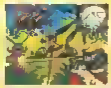
CHECKOUT

By Mike Cooke for the BBC B

VGA 3011

A unique game that keeps your heart racing fast. Charlie the Checkout burglar dashes round the store collecting carpet tiles, a robot guard with lasers tries to stop him. This grid walking game is a must for quick thinking, fast-fingered players.

£7.95 R.R.P.



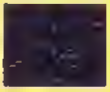
BUGS

By Dennis Johnston for the Electron

VGA 3001

A rare arcade game for the new Electron. This fast-moving arcade game has the players garden being invaded by a whole host of nasties: scorpions, spiders and bugs of all kinds. Your job is to shoot them down before they get you. Your spray can is very fast and very manoeuvrable, but you can still get caught.

£7.95 R.R.P.



JUNGLE JIVE

By Dennis Johnston for the BBC B and Electron

VGA 2001

By the author of another new release, Bugs. Jungle Jive is fast action shoot 'em up arcade game. Walk your hunter between the lines of snapping, snarling and slithering beasts. Shoot them all but not the baboons, and especially the snakes. Faster action as you progress. But beware the ricochet – you could shoot yourself! Stunning use of sound and colour.

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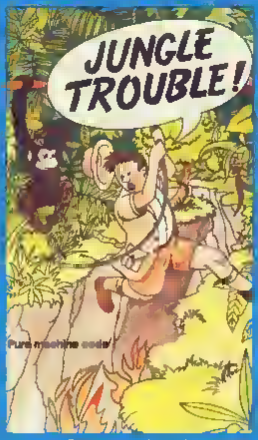

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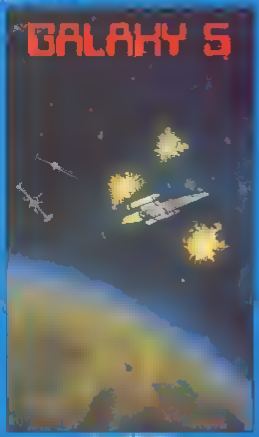
Oric 48k



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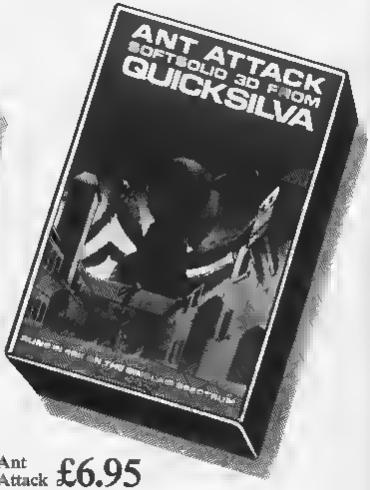

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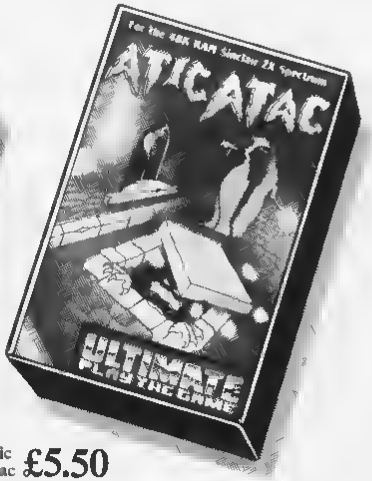

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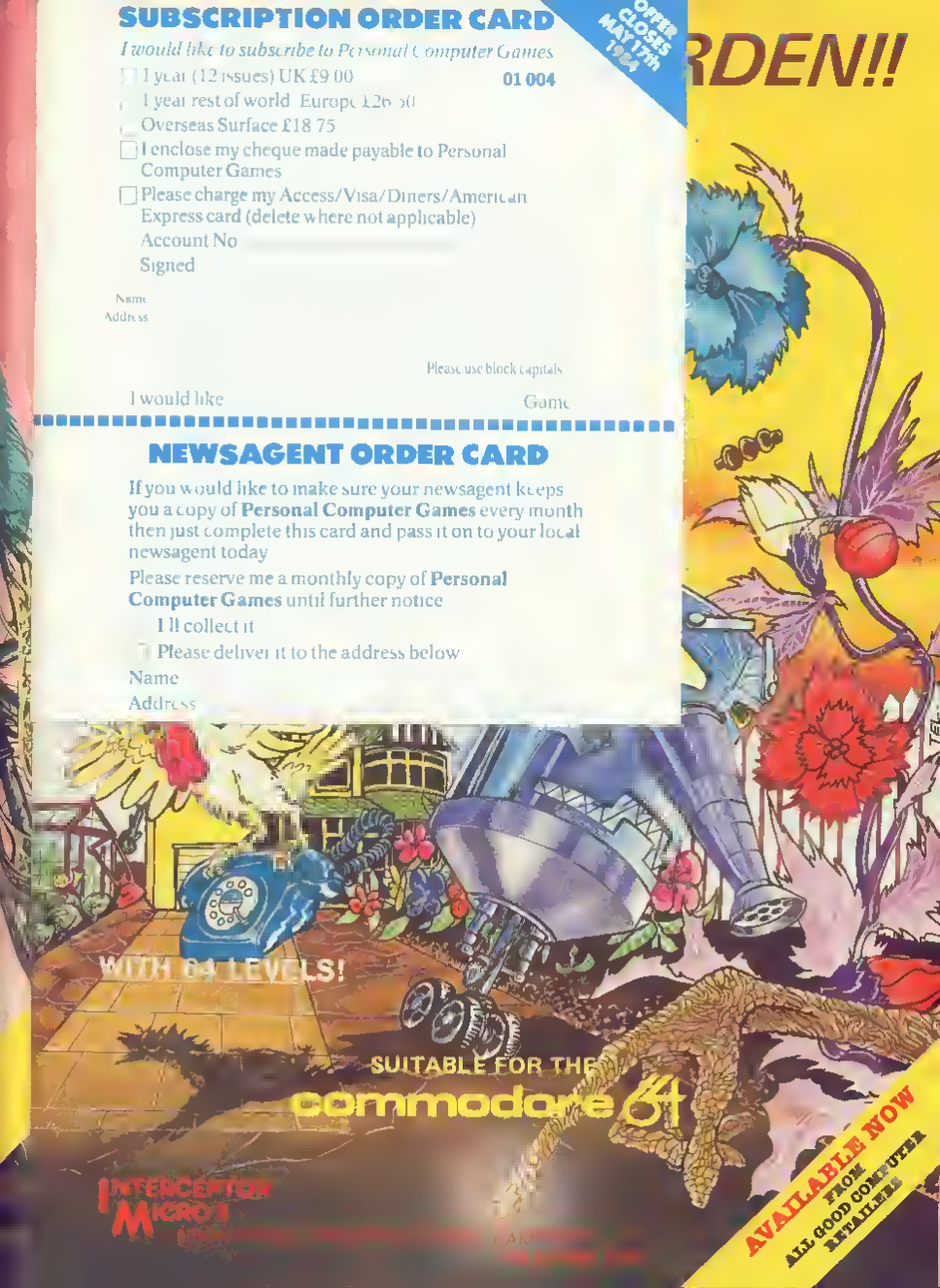

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DEATH STAR INTERCEPTOR

NEW!

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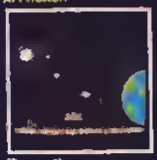
APPROACH



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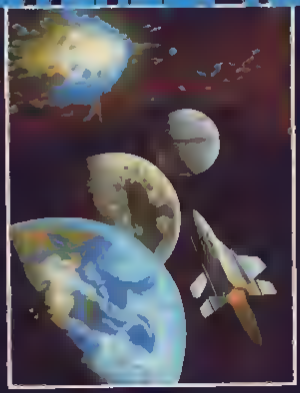
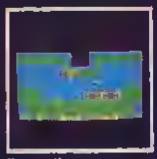
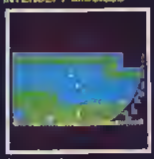


DURANIUM BARRIERS



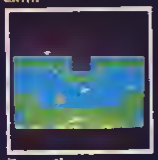
(Screen 4)

INTERCEPT MISSILES



(Screen 6)

ENTRY



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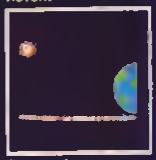
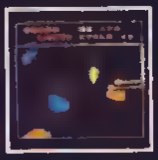


(Screen 12)

CAN YOU REACH IT?

LASER CYCLE



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MEMO

From: PCG
To: Games programmers everywhere

Gentlemen

You number among the most talented people on the planet Yet some of you are capable of astonishing stupidity You can turn out games of glorious graphical display and mind-boggling strategical complexity which are nevertheless ruined by a single and easily correctable fault Control keys You simply must understand that most people have little desire to spend hours of frustration trying to coordinate seven fingers and an elbow to do things the Creator never intended

If your game demands the use of movement in four directions then for goodness sake ensure that the left right keys can be controlled by one hand and the up-down by another (with the up key above the down key not next to it!) Better yet allow a wide choice Better yet allow the user to define his own keys Above all don't be seduced by the pretty little arrows on the cursor keys On most home computers these are virtually unusable

Heed our advice and you'll find that people can start enjoying your game instead of untying knots in their fingers

PROGRAM IDEA

Computers are ideal for inventing and using secret codes Why not write a program that accepts input from the keyboard (using INKEY$ or GET$ for example) and alters the text before storing it in memory as a string? Decoding is simple – you just type in the coded text and get the computer to decode it as you go along

Robotank crash

A production error in last month's PCG led to the last two characters in line 164 of the Commodore 64 program *Robotank* being missed out The last part of the line should read Y =INT (RND(0)*1

We're sorry about this mistake which will result in the program crashing from time to time with an illegal quantity error

MICRO RIDDLES

We've been inundated by hundreds of entries for our riddle contest in the March issue Some are hilarious others appalling We'll print the 70 winning riddles in the next issue but meanwhile here are a few sample entries picked at random

Q What do you get if you cross a hit computer game with a smelly ape?
A Donkey Pong!
Q What does Pac-Man do at the end of each game?
A Burps
Q What's the most dangerous creature in the galaxy?
A Killer Gorilla's mother in law

DEAR READER

Come hell or high water we have to bring out an issue each month and sometimes it has all the fun of an inter-planetary cruise through an asteroid belt

Our reviewers can get battle fatigue or Horace dallies at his club instead of keeping his ear to the ground

But these run-of-the-mill worries are nothing to the pain we feel when you write and tell us you don't like some magazine feature Admittedly this doesn't happen very often, but there was a case only the other week

A cruel cruel reader sent Peter Connor an interminable letter deploring his *Kong* reviews (see edited highlights in Byte Back) Poor Peter immediately fell ill and hasn't been the same since Not because he was wrong you understand But because he cares We all care

We care so much that this month we're offering you a stack of new features Like our amazing mega-game in which you can take part *The Final Conflict* And the mysterious Adventureworld pages (Who is the White Wizard?)

The issue also has the result of our first dramatic play off in the PCG Challenge Chamber The gauntlet is taken up by two determined *Mutant Camel* revengers

Another change you'll notice is related to our Program Control Guardians Now that they've got their own hot line for you to ring them on they're shifting their attention to the things you speak to them about.

So the May magazine is complete and sitting in your hands And now we're waiting, breath bated, palms sweating Your letters are on their way

The PCG team

● *Peter Connor before the letter (above) and afterwards*

IMAGINE DRAMA

Phone-bugging, theft and court action

Imagine, the Liverpool software house have denied that they are facing serious financial difficulties following the collapse of a plan to bring out a regular cassette magazine

Asked if the company was in danger of bankruptcy operations director Bruce Everiss told PCG We intend to continue producing what our customers want for the foreseeable future

Imagine had signed an agreement with publishers Marshall Cavendish to produce games for the proposed magazine But Marshall Cavendish rejected the games Imagine offered as not good enough The agreement was cancelled leaving Imagine to pay back the large undisclosed advance they'd received

Another intriguing event in this Liverpudlian saga is the departure of Imagine s former sales manager Colin Stokes The company is taking legal action against their former employee accusing him of trying to disclose confidential information

It has published what it says are transcripts of telephone conversations he made while at Imagine The first edition of the Imagine newsletter says the company has 60 pages of these transcripts but doesn t reveal how they were obtained

As if all this were not enough Imagine also had £200 000 worth of games burgled from their warehouse at the beginning of February Imagine say they will show their appreciation in a very generous fashion to anyone giving information leading to the identification of the thieves

PIRATES UNDER FIRE

In the midst of a month of drama and intrigue Imagine have issued an angry attack on software pirates

They have also announced price cuts on Imagine games to £3 95 a move which the company says will boost sales and make it pointless to copy tapes

In a letter circulated to computer magazines Imagine s four directors say that the entire micro games industry is 'being jeopardized by the selfish activities of members of the public who are copying games instead of buying them'

The letter continues 'This is theft. We are not talking about isolated instances we are talking about "user groups" running mini production lines at their evening meetings and stealing as many as 2 000 copies of successful titles at one go'

Imagine say that there are probably at least *seven* pirated copies for every legitimate copy of a game

Stop the arcade clones!

Leading figures in the micro games industry have attacked software houses whose releases are simply copies of arcade games

Andy Walker of Taskset, a leading Commodore 64 software producer, told PCG 'The days of the arcade rip off are over'

And Tony Takoushi, author of a new book on computer games, said 'There are literally dozens of *Froggers Centipedes Pac-Mans* and *Galaxians* available for the leading micros This is a ludicrous repetition of coding and effort'

He added 'I predict that 12–18 months from now a great shake-out will occur, with many of the pure arcade cloners in the industry finding that their fifth version of *Frogger* just won't sell'

Tim Stamper of Ultimate Play the Game went further 'The shake-out is happening now Take a look at the software charts How many arcade clones are there? Only original games should now be produced

Taskset's Andy Walker 'The days of the arcade rip-off are over'

JOYSTICKS FOR ELECTRONS

A plug in cartridge for the Electron that enables you to use any Atari-style joystick is now available in the shops or by mail-order from the manufacturers First Byte Computers of Derby

The interface will not work with many existing games but software houses have had them for some time and are now producing compatible programs The first of these was *Cylon Attack* from A&F but other companies such as Bug Byte Romik and Alligata are following suit

While there is still a shortage of compatible software First Byte will include a tape with the cartridge allowing the user to run existing games The cartridge costs £24 95

Move your space-ship with

THOU CONT

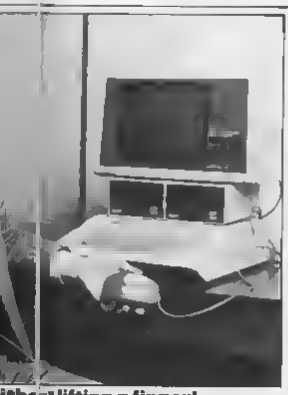
An American inventor has produced a device which could revolutionise the way computer games are played It uses the player's state of mind rather than the movement of his fingers to move objects such as space craft across the screen

Instead of moving a joystick, the player puts his fingers on two fixed electrodes and then concentrates on moving his spacecraft one way or the other

Inventor Robert Drits told PCG during a visit to Britain 'Use of the controller takes practice But you can get to the point when you just think "Go right" and the ship moves right Think "Go left" and it goes left

It works by measuring tiny changes in the skin's electrical resistance caused by the player becoming mentally tense or relaxed – the same principle as the lie detector

We tried this out for ourselves and it really does work. Just by concentrating in the proper way you could



ithout lifting a finger!

UGHT TROL

move a space-ship up and down in order to dodge attacking craft.

However the degree of control over the craft is not nearly as precise as in using a joystick, and although Dilts believes this can be greatly improved, he pointed out other uses for the device.

"We're planning to bring out a game of the Incredible Hulk type in which you would move a character using an ordinary joystick. But you would also hold this device, so that when you began to feel aggressive, the character would automatically metamorphose on screen."

Dilts also believes that the device will allow people with paralysed arms to play micro games and use computers in other ways.

The device is due to be put on sale in the United States this summer and in Britain soon after. It plugs straight into a standard Atari or Commodore joystick port and will include a special tape of games designed for use with it.

VIDEO DISCS HIT ARCADES

In the glare and noise of the arcades it's the laser disc machines which are attracting the punters' interest at the moment. The great attraction about these machines is not their price – 30p a go – but their cartoon graphics, which give you control of a clean-cut Disney-style hero.

First of these new-look games in the arcades was *Dragon's Lair* which takes place in a medieval castle. The helmeted hero has to rescue a fair damsel, with only his sword and his agility to help him. The player has two buttons – jump and sword – and a stick to enter direction. Although the graphics are undeniably superb, *Dragon's Lair* is low on genuine interest: all you can do as walls crumble and holes gape in the floors is jump. Face to face with a villain? You press sword and hope for the best.

In *Space Ace* you are given the role of Dexter who must rescue a tall brunette called Kimberley from the clutches of the evil Borf, a fat and mustachioed megalomaniac. Apart from the stunning graphics, there is also lots of talking: the distraught Kimberley regularly appears to screech, 'Dexter, get me out of here!' Again, though, the game lacks variety in what is asked of the player. The laser disc has some way to go before it can truly compete with the existing arcade technology.

One of the newest and most popular of the 'old-fashioned' machines is *Track & Field*, a decathlon for video athletes. You just put 20p in the machine and the only energy you need is to operate the 'run' and 'jump' buttons. Experienced players crouch over the console and flap away at the two run buttons rather as if they were spanking two babies' bottoms at the same time. There's a variety of events requiring different combinations of the keys, and graphics and animation are excellent, as is the sound.

LYNX GETS PLAYMATE

Computers, manufacturers of the Lynx, are to launch a new machine in the summer.

Called the Leisure, it will retail by mail order only at around £150.00. Details of the specification were not available at the time of going to press, but the machine will be similar to the Lynx 48K, though with a different version of the operating system.

Unfortunately, because of changes made in the ROM, machine-code programs that run on the Lynx may not run on the Leisure. However the Basic on both machines will be fully compatible.

Meanwhile, the Lynx 48K continues to sell well in France, where recently it stood at Number 2 in the charts. Computers have recently taken on additional manufacturing capacity in Wales to cope with increased demand abroad and the production of new machines at home.

NEW RELEASES

PEDRO THE GARDENER

Imagine's new game, *Pedro* is being launched simultaneously on five different machines: Spectrum, Commodore 64, Dragon, BBC and Electron.

The 3D action features Pedro trying to plant seeds in the face of attack by vicious garden animals. To keep them at bay he can wall them into a maze, block their paths with compost – or simply stamp on them.

In line with Imagine's new pricing system, *Pedro* will sell at £5.95.

TRUCKING IN ZON

Rabbit Software's latest release is called *Troopa Truck* and is available on the Commodore 64 at £5.99. The game involves driving an armoured vehicle across the rough terrain of the planet Zon, avoiding obstacles and dodging the enemy fire.

DRIVE YOUR SPECTRUM

Latest motor-racing simulation on the market is *Knight Driver* from Howson Consultants. The game is for the 48K Spectrum and gives automatic, professional and learner options. Price £5.95.

GARBAGE COLLECTION

There's dirty business afoot in *Trashman*, the latest game from New Generation Software. You play a dustbinman who must empty bins into a moving dustcart on a busy street. Hazards include over-eating at lunchtime and excess alcohol consumption. The game costs £5.95, has seven levels of difficulty and features a two-player option.

CUTHBERT RETURNS

Cuthbert is back in a new game from Microdeal, *Cuthbert in the Mines*. The Moronians have captured him and enslaved him underground. To escape, he has to jump between moving trucks and avoid the fire-eating demon. The game is for the Dragon 32 and retails at £8.00.

All the latest noises in the humming world of micro games

GENIE WINNER

Graham Simmons of Amersham Bucks is presented with an entire Colour Genie computer system worth more than £1 000 after winning the competition in our December/January issue

The presentation took place on Friday 2 March when Richard Peat of Lowe Computers drove the mountain of goods to his home Graham who spent many hours working on the competition was delighted with his fabulous win which includes a Colour Genie computer disk drive unit and colour monitor

K-TEL PRIZEWINNERS!

The K-Tel competition published in the February issue of PCG attracted a huge response. Most entrants got all the answers right and the winners named below are the lucky 60 whose names came out of the hat first

●The competition answers 1 HORACE 2 ENTER 3 RUN 4 NEW 5 WHIZZ 6 ZAP 7 POKE 8.ERROR 9 ROM 10-MANIC 11 CONTROL 12.LEFT 13 TOUCH

●Spectrum owners who win three K-Tel double-sliders are

Val Abraham Bedford **A Burks**, Knaphill **PJ Bonnor** Wildwood **JR Bryen** Liverpool **Alan Choo Kang**, Kirkcaldy **Gary Derwent** Countmacharry **S Elliat**, Great Bookham **Ian Foster** Uttoxeter **Christopher Hall** Belfast **Emmet Hayley** London **SM Holt** Pontypridd **Fylde D Jones**, Moulton **Michael Leaf** London **Louise Littlejohns**, Bude **Robert McKendrick**, Bothwell **Martin Moriban** Ashton u Lyne **Andrew Marshall** Bughrooke **Mark Nicklen** Brittenford **JE Owen** Whitmore **Peter Simmons** Wakefield **Kevin Smith** Kolmstall **M Squires** Mid Brook **Alastair Stalker** Hugh Wycombe **R Stewart**, Edinburgh **T Stewart**, Sa denstead **David Stott**, Peterborough **Lee Sullivan**, Seven oaks **Alistair Taylor** Milngavie **Mark Watson** Comberton **S Webster** Cambridge

●Vic 20 Owners who win two K Tel double sliders are

C Arnett Hinton Moor **Keith Belson** South Yardley **Simon Bloomer** Worsley **Paul Bordley** Walkden **Martin Calclough** Kidgrove **Ian Collins**, Armitage **Chris Daly** Norbury **Graham Eccles**, Chorley **David Elringham** New Sinham **S Goldstraw** Leuchars **RE Goodenson**-Chuckhtown **RE Hayes** Nottingham **RM Allen** Wedding **Francis Ho**, East Finchley **I Jopson** Weston Coyney **Paul Kelly** Morrayshire **Paul Kerrison** Wadebridge **Michael Lee** Walling on **Simon Leech** Wigan **JF Mallinson** Blackburn **Richard Mayfield**, Ilkeston **Rita Newby** Western Park **MC Potter** Rossett **James Richmond** Pontypridd **B Rogers** Golden Common **GR Seymour** Holywood **Derek Walker** Sunderland **G Wesley** Sholing **AS Wright** Altrincham **David Wyan**, Skelmersdale

IMAGINE: DAD JOINS IN

Like father like son Roy Butler, father of Imagine's Mark Butler, is so impressed with his son's success that he's trying to follow in his footsteps Roy has helped set up yet another Liverpool software house Voyager Software My crystal ball tells me he should avoid any deals with publishing companies

Incidentally, I notice that Imagine's recent troubles have not stopped them announcing that hack programmer Eugene Evans has just bought himself a Lotus Esprit At least someone up there still has some money to spare

NASTIES SHORTAGE SHOCK HORROR

I see my chums in the Houses of Parliament are trying to ban video nasties. Perhaps their action is responsible for the utter lack of any Video Nasties in this issue After the immense pleasure that our reviews of *Owzat* and *Pi Eyed* gave everyone, there has been a frightful shortage of truly awful software Have programmers gone yellow? Don't they realise that a PCG review as Video Nasty of the Month guarantees vast fame? Or notoriety?

I appeal fervently to programmers and software houses– Please send us something bad really soon We need a laugh

THE WONDER OF ORIC

I say, the gleaming new Oric Atmos is a wonderful beast, is it not? I notice that the company have made great technical changes to the cassette operating system to avoid the chronic unreliability all poor Oric 1 owners are plagued with These wonderful changes include a special routine to check loading errors

But what's this? It would appear this new routine itself is causing problems making loading impossible from many cassette recorders! Don't panic, Atmos owner Oric have kindly included a cassette which you must load in each time you use the machine to wipe out this wonderful new routine and allow you to load other programs Quite ingenious!

LLAMASOFT LLAMPOONED

I do believe that Richard Jones, an ex-partner in Llamasoft, has become rather envious of the fame (not to mention fortune) of his ex-cohort Jeff Minter In his recent games he refers to Minter as 'Jumping Jeff the Jippy Jester' And he treads on sacred ground in his version of the arcade classic *Burgertime* by making Llamaburgers Really!

His most recent release is called *Get Off My Garden* which sounds awfully like a send up of Minter's *Hover Bover*, but includes ideas from the recent Llamasoft game *Revenge of the Mutant Camels*.

Minter himself remains unconcerned He whispered to me 'Give him enough rope and he'll hang himself!'

EGG HEADS

My esteemed friend the Master of the Challenge Chamber has been telling me of the enormous number of entries received for a game called *Chuckie Egg* by A&F

Jolly good, I thought But imagine my shock when the Chamber Master told me what this game was about – a farmer's boy collecting eggs while feeding off attack from deadly ducks! How vulgar, how common

What has happened to young people today? Have they no sense of the finer, more noble things in life? Aren't they bothered that aliens might attack at any moment, that the Galaxians and Droids and Invaders are out to get us?

Come on you gamesters! Show a little thought for the future of the human race

DINKY MUSIC

It's a good thing Paul McCartney doesn't play many computer games I recall that he's a bit fussy about being paid for the use of music he's written Of course, being a Liverpool chap it probably wouldn't bother him that *Dinky Doo* a new Commodore 64 game from Liverpool based Software Projects includes an absolutely terrific rendering of 'When I'm 64'

HEATHROW

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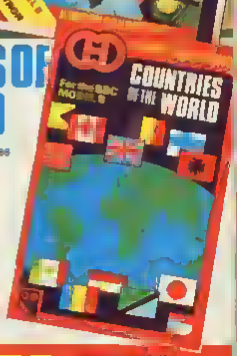

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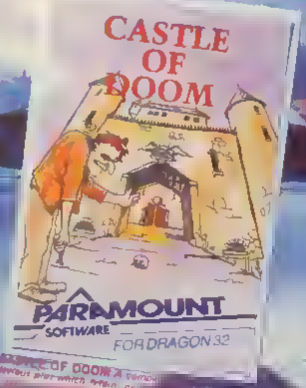

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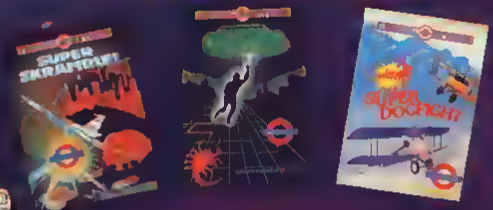

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[illegible] spective [illegible] re 64 for £7.95

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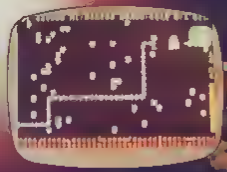
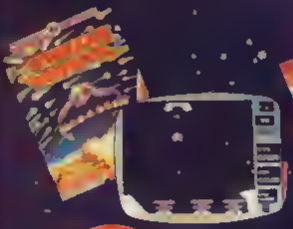
Stop the tank exploding by [illegible] using your skill and ingenuity [illegible] beware the ghost!

Fun-action game for Commodore 64 [illegible]





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CHEQUERED FLAG GRABS POLE POSITION

Psion's *Chequered Flag* races ahead to take over the Number 1 slot this month with Miner Willy still hopping about in second place

Psion were confident their program would make it to the top It's a helluva good program enthused Matthew Gaved the company's sales and marketing manager who believes its success reflects the growing demand for quality programs on the Spectrum

Chequered Flag which costs £6 95 is reviewed in our Video Sportsman feature

OCEAN'S TASTY CHINESE MENU

Ocean's *Chinese Jugglers* leaps in [illegible] into the charts at Number 12 – a tremendous performance from this new program which sold over 10 000 copies within two weeks of being launched

This highly original game – reviewed in this issue – has been so well received that Ocean are considering bringing it out on the Spectrum and the BBC Model B in the near future

Meanwhile tickets for this excellent performance featuring superb graphics and sound will set you back £6 90

FIGHTER PILOT IS A HI-FLYER

Fighter Pilot from Digital Integration has soared to Number 3 in this month's charts The competition wasn't that stiff claimed Dave Marshall we knew we could do it

Dave spent four years as a flight simulation engineer before writing the program so his confidence is hardly surprising The game offers 3D graphics and a unique air to air combat mode

Sales are running at up to 5 000 copies a week and the game is about to be made available on the Commodore 64

Fighter Pilot takes off at £7 95 – get on board if you can

CHALLENGE SEEKERS

It's official Or almost Gamesters are not bloodthirsty maniacs intent on mere destruction What they want most from a game according to a survey conducted by Microdeal is a genuine challenge

This was the first choice of 30 % of those who responded to the survey A tiny 5% selected outlet for aggression as their greatest desire which just goes to show that people who play games are either very peaceful or release their aggression elsewhere

The second most important characteristic was life like graphics while in third place there was a tie between dramatic sound effects and test for quick reflexes

PCG SOFT HITS

THIS MONTH	LAST MONTH	•GAME TITLE	•PUBLISHER	SPECTRUM	VIC 20	C64	BBC	ATARI	DRAGON	QL	OTHER
1	7	CHEQUERED FLAG	PSION	●							
2	2	MANIC MINER	WORLD CUP TIPS BUG BYTE	●		●					
3	12	FIGHTER PILOT	DIGITAL INTEGRATION	●							
4	3	ATIC ATAC	ULTIMATE	●							
5		SCUBA DIVE	DUCKLI MARTECH	●		●				●	
6	9	3D ANT ATTACK	QUICKSILVA	●							
7		HUNCHBACK	OCEAN	●		●				●	
8	6	REVENGE OF THE MUTANT CAMELS	LLAMASOFT			●					
9	1	ALCHEMIST	IMAGINE	●							
10	22	HOBBIT	MELBOURNE HOUSE	●		●	●			●	
11	( )	FLIGHT	PSION	●							
12		CHINESE JUGGLER	OCEAN			●					
13	(6)	DEATH CHASE	MICROMEGA	●							
14	(8)	MR WIMPY	OCEAN	●		●				●	
15	(9)	LUNAR JETMAN	ULTIMATE	●							
16	(4)	STONKERS	IMAGINE	●							
17	(39)	SKULL	GAMES MACHINE	●							
18	(5)	SPACE SHUTTLE	MICRODEAL	●		●	●		●	●	
19	(31)	WHEELIE	MICROSPHERE	●							
20	20	WIZARD AND PRINCESS	MELBOURNE HOUSE		●						
21	1	QUEST OF MERRAVID	DUCKLI MASTECH	●		●					
22	10	JET PAC	ULTIMATE	●	●						
23	35	INTERNATIONAL FOOTBALL	COMMODORE			●					
24	( )	FRED	QUICKSILVA	●							
25	( )	CYBUS-15-CHESS	INTELLIGENT SOFTWARE	●							
26	(25)	VAENAELA	LEGEND	●							
27	1	THE ARCHWAN	QUICKSILVA	●							
28	1	BLAGGER	ALLIGATA			●					
29	(27	HUNGRY HORACE	ESKON MELBOURNE	●		●			●		
30	22)	POOL	CDS	●							
31	(42)	PENETRATOR	MELBOURNE HOUSE	●							
32	(6)	FALCON PATROL	VIRGIN			●					
33	(28)	TWIN KINGDOM VALLEY	BUG-BYTE			●	●				●
34	(29)	SNOOKER	VISIONS	●	●	●	●				●
35	( )	PINBALL WIZARD	CP SOFT			●					
36	(38)	FORBIDDEN FOREST	COSMI			●					
37		BEAR BOVVER	ARTIC	●							
38	(37)	CHUCKIE EGG	A & F SOFTWARE	●			●		●		
39	( )	AZTEC CHALLENGE	COSMI			●					
40	43	SUPER PIPELINE	TASKSET			●					
41	( )	BUGABOO THE FLEA	QUICKSILVA	●							
42	1	QUICK THINKING	MIRROSOFT			●					
43	1	SUPER SPY	RICHARD SHEPHERD	●							
44	)	CHINA MINER	INTERCEPTOR			●					
45	(41	COMPUTER WARS	THORN-EMI	●			●			●	
46		FOOTBALL MANAGER	ADDICTIVE GAMES	●							
47	1	TRANSISTORS REVENGE	SOFTSPOT				●				
48	1	COLOSSAL ADVENTURE	LEVEL 9			●					
49	9)	GINGER AND THE BEES	BUG-BYTE	●							
50	( )	BLUE THUNDER	RICHARD WILCOX	●							

RISING FAST RISING FAST RISING FAST RISING FAST RISING F

1		FIRST STEPS WITH MR MEN	MIRROSOFT	●			●				
2		PENGO	IMAGINE						●		
3		MEGAWARZ	PARAMOUNT			●					
4		HELL GATE	LLAMASOFT		●	●					
5		ESKIMO EDDIE	OCEAN	●							
6		KILLER WATT	ALLIGATA			●					
7		METAGALACTIC LLAMAS	LLAMASOFT		●						
8		3D SEIDDAB ATTACK	NEWSON	●							
9		PADDINGTON'S DISAPPEARING INK	COLLINS EDUCATIONAL	●							
10		NIGHT GUNNER	DIGITAL	●							

Compiled by reference to sales in more than 100 shops plus other sources

Byte-Back

ALL THE SNAPPIEST LETTERS...

Write to Byte-back, *Personal Computer Games*, Evelyn House, 62 Oxford Street, London W1A 2HG

More for the ZX81

I am writing to complain ab out software houses There are roughly a million ZX81 owners in the world but no-one except two or three software companies (e g Software Farm Sinclair) are bringing out new games or software

So please software houses please think of us ZX81 owners

J Devlin, Glasgow

Double-rescue bug

While I was getting 2,234 000 on Ocean's *Hunchback*, I discovered a rather annoying bug. When you pass Ezmerelda for the second time the bonus still increases – but does not register on the score

I have not tried any other copies of *Hunchback* yet so I can't say that it is just my copy with the bug perhaps you could find out

M J Abbot Dover Kent

Ocean tell us they're amazed that you've been able to rescue Ezmerelda twice. Since they don't know anyone else who's done it, they couldn't say whether you had a dud copy

Good Buy grouch

I own a Commodore 64 and have noticed that in the list of the top games for the 64 there are no simulation or adventure games but it is these types of games that I am most interested in (although I do own a great many of the games in your listing)

I already own *The Hobbit*, but please could you inform me of any other good adventures and simulations available for the 64 One simulation I had in mind was the *Space Shuttle* simulation

P Sykes Cheadle, Cheshire

Twin Kingdom Valley *from Bug-Byte and* Heroes of Karn *from Interceptor Micros are both excellent graphics adventures for the Commodore 64 and were reviewed in our March issue. And the Commodore 64 version of* Space Shuttle *from Microdeal has now been released*

Plan of Atac

For all confused and exhausted *Atic Atac* players I have found a successful way of escaping from the haunted house and scoring thousands But so as not to ruin the fun I am only going to give you a few tips and a diagram of one of the five floors

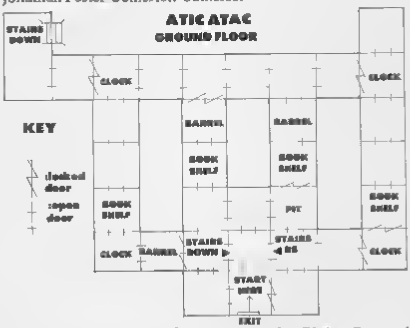
At the start of the game you find yourself on the ground level, there are two floors above this and two floors below

Situated throughout the building are a number of clocks beer kegs and book cases These items disguise the entrances to secret passages The passage could either lead you to a room on the same level but on the other side of the house or transport you to another floor But there is a problem you have to be a knight to travel through the clock, a serf to travel through the beer kegs and a wizard to travel through the book cases

There are four small coloured keys which enable you to get around the house with ease each key allowing you through a door of the same colour The problem is you can only hold three items at a time So go about the house opening all the locked doors available to you and then they will remain unlocked enabling you to dispose of the keys

You cannot get into the attic unless you have a light blue key, and from then on it s plain sailing The main door key which you should be searching for is composed of three parts two of which have the letters 'ACG' inscribed on them the third part looking very much like a crown

Jonathan Foster Somerton Somerset



Some more tips have been sent us by Philip Price of Birmingham He says that the four coloured keys are placed as follows the blue is in the caverns, the red is guarded by the mummy the yellow is obtained by going through a certain trap door and the green is randomly placed

He points out that one part of the main 'ACG' key is always in the attic which is only accessible with both blue and yellow keys He also gives some tips on the objects the cross keeps Dracula away, the spanner kills Frankenstein and the bottle will move the Hunchback from the door

Oric owners outraged

I am writing to make a few suggestions for PCG Could we have some more Oric software reviews? In issue 2 there were eight reviews in issue 3 there were five and in issue 4 just four Why the decrease?

My friends and I do not take kindly to reviewer PC s comment in issue 4, 'what Oric game does amaze you graphically? Maybe Mr PC has never heard of *Zorgon s Revenge* or *Xenon 1* but we suggest that he doesn t degrade Oric software just like that

May I just say though that I think PCG is an *excellent* magazine and is worth every single penny

J Bowers Chesham Bucks

We've been reviewing almost every new Oric game we can lay our hands on There just aren't many around But I expect you'll enjoy this month s Screen Classic page

Chest-beating about *Kong*

I felt I must write after reading your article Which Kong is King? (March) referring specifically to the reviews of *Killer Gorilla* and *Donkey King* The opinions of these two games by the reviewer are not only ridiculous but outrageous

For graphics the marks are 9 and 6 respectively This is crazy the BBC graphics of its Kong are small, stick like, and the supposedly gruesome Kong looks like a pathetic cuddly teddy bear; the Dragon version has a large fear some gorilla who continually beats his chest

And so it goes on The Dragon version has thick juicy custard pies and an awe some bubbling furnace *Killer Gorilla*? Well, that has small, pathetic pies with hardly any filling and a furnace that would not even warm your hands!

The final and biggest insult to *Donkey King* comes when one looks at the other versions and sees that Ocean s *Kong* receives nearly the same marks I have also played this game and in comparison with *Donkey King* it is way behind on everything

Give us good, honest reviews throughout the *whole* of your excellent entertaining magazine

Mark Connell Smith Essex

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To further confuse you you may only use each path once So take care you don t get trapped in the direst emergency it is possible to make a new path but that will take the one thing you haven t got time!

WORMS **What a slimy and nasty and tiee itself and you in knots?**

You control the worm as it grows and grows relentlessly filling the screen with its segments Take care to keep clear of your own tail as contact means certain doom

Only by exactly locating the Black Segments can you cross your own path But watch out for the Bluebottles You must eat one to avoid crushing yourself to death

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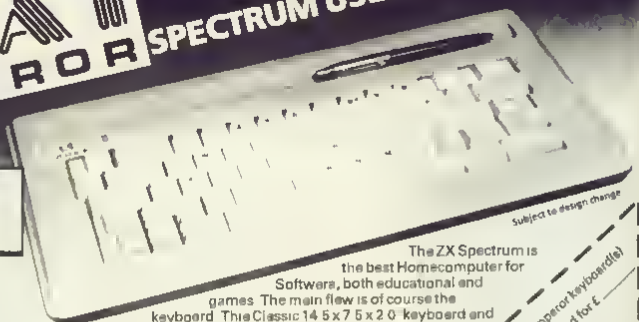

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200 CREATIVE SPARKS GAMES MUST BE WON!

Here's another amazing *Personal Computer Games* competition – and this month we're offering great double-prizes to the 100 readers who can show the brightest creative spark.

Creative Sparks just happens to be the name of a new range of games which make up this month's prizes. They're part of the Thorn-EMI computer software catalogue, and can be played on Spectrum, Vic 20, Commodore 64 and Atari computers.

Every winner will receive TWO *Creative Sparks* tapes for their machine.

How do you enter? Just look at the cartoon below. The caption is missing – and it's your task to supply one. The 100 winners will have written the 100 funniest captions.

So don't delay – use some creative spark to make us smile, write down the results, and mail them to *PCG*. For the price of a stamp, you funsters could win two games!

● RULES

1 The competition is open to anyone, except employees of VNU or Thorn-EMI and their families. 2 All entries must be written on an official entry form. 3 Entries must arrive at the PCG office by first post on April 30, 1984. 4 The 100 winners will be those whose captions are judged to be the funniest. 5 The Editor's decision is final.

● THE PRIZES

Every winner will get two games for the micro specified on the entry form:

● **SPECTRUM 48K** (cassettes worth £6.95 each) *Tower of Evil* (above) Destroy the minions of the necromancer to rescue princess Diana. *Orc Attack* Fight back waves of orcs with rocks, swords and boiling oil.

● **VIC 20** (unexpanded cartridges worth £9.95 each) *Mutant Herd* Use your laser beams to stop the crazy mutants reaching your powerhouse. *Mine Madness* Seek out the gold in a mine containing elevators, guns and monsters.

● **COMMODORE 64** (cassettes worth £7.95 each) *Slurpy* Slurp the Glowbugs and Cave Birds, but watch out for the Widowmaker and the Red Death. *Black Hawk* Fly the deadliest plane ever created on a hair-raising bombing mission.

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● COMPETITION ENTRY FORM

(Please use block capitals)

Name _____

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SEND TO: Thorn-EMI Competition, *Personal Computer Games*, Evelyn House, 62 Oxford Street, London W1A 2HG

My cartoon caption (max 30 words) is _____

_____

My computer is a (circle one only): Spectrum/Commodore 64/Vic 20/Atari

This part is nothing to do with the competition, but your answers will help us to plan future issues of *PCG*. Listed below are the contents of this (May) Issue. Please rate each section on a scale between 0 and 10 according to how much you liked it (10 for brilliant, 0 for awful).

Noticeboard ____
Buzz ____
Byte back ____
Challenge Chamber ____
Video Sportsman ____
Screen Test ____
Adventure world ____
Good Buy (inc Screen Classic) ____
Human to Human ____
Program Control Guardians ____
Writing your first game ____
Program Library ____
Puzzles ____

Tom Burton says 'Play it cool'

HIGH SCORES FLOOD IN

PCG s Challenge Chamber produced an exciting response from our brave foolhardy readers The entries received by the Chamber Master covered a wide range of games and scores

The most awesome figures were sent in by Daniel Forbes from Essex, who claimed 72.148 510 on *Penetrator* for the Spectrum in a game lasting 14 hours Daniel was very cagey about how to achieve such a score merely saying 'Practice like hell and you'll succeed' The Chamber Master was initially impressed with this score, but then he remembered that *Penetrator* has a customizing facility which allows you to alter the landscape, so he began to have his doubts Keep practising though Daniel and write again when you've reached the billion mark

The only entry received for *Dare Devil Dennis* on the BBC was also the only entry from a woman The Chamber Master is always happy to get these However Marie Spilman of Whitby does not seem to be treating the Challenge Chamber with the gravity it demands Her tip for playing the game is 'Be the girlfriend of the author', which isn t much help to an awful lot of players And who witnessed Marie's entry? Why, a certain Simon Pick who gives his occupation as Student and author of *Denis* Just fancy that

Mention must be made of Paul Reed from Hull who sent in an entry for *Lunar Jetman* (139 107) accompanied by a six page letter of tips

Don't be discouraged if you've sent in an entry and have heard nothing The Chamber Master has all entries in his database He could call you at ANY time

WHERE CAMELS

They came from the far north and the mysterious east, two brave men who had dared the Challenge Chamber Summoned by the Chamber Master to his awesome room in the bowels of this vast building, Tom Burton and Steven Finlay acquitted themselves with great courage and skill, proving that they had the right stuff No wallies here

Both contestants had sent entries claiming huge scores on our February Game-of-the-Month *Revenge of the Mutant Camels* Steven Finlay, a 19-year-old student from Kirkcaldy in Scotland had amassed 1 021 000 in a game lasting 75 minutes He didn't reveal much with his tip Extreme luck!!!

The other contestant was Tom Burton, 16 a schoolboy from Swaffing in Suffolk The score on his entry was a mind boggling 1 680 000, clocked up in a game of 110 minutes His advice was also cryptic 'Evolve strategies and play it cool' Both of these high-scorers had acquired Commodore 64s after owning Vic 20s Tom said he had got through five Vics in the space of a year all of them breaking down

Steven is studying computing at technical college where he has to learn Cobol, a language he described as 'torture' Nevertheless, he is now teaching himself machine code So is Tom who has already written several games in Basic which he describes as all boring

Despite their hours of practice on *Revenge* there are still some stages that cause a look of apprehension to come over the faces of the challengers 'The one thing I can t understand is Through Pastures Blue ' said Steven plaintively Tom agreed that this stage was rather inscrutable but added that Beastly

Bonanza's the worst one

So, at 2 12 p m on Tuesday 7 March, these two masters of the micro locked joysticks and hostilities commenced

Seated opposite each other at the Chamber's only table, the players presented attitudes of total concentration Eyes were glued to the screen legs planted firmly on the floor Barely moving except for subtle movements of the joystick hand they began their journey through the 42 screens of *Revenge*'s zany action

2 17 – they're both on Wacky Whackers with Steven slightly ahead on points

2 22 – scores are neck and neck as they fight off the Aggressive Australian Alpinists

2 27 – 100 000 up on both machines

2 30 – silence descends on the Chamber as they wander Through Pastures Blue Points are not important now – it s survival that counts

2 35 – Tom takes the lead during Zapstars 247,000 plays 214,000

2 42 – Steven is getting through the stages quicker but is falling behind on points Tom passes the half-million mark on More Tea Vicar

2 59 – Tom gets the magic million and starts on his second trip through the levels 'It's the first time I've ever got through without losing a life

Soon Steven has the million up – but he only has three beasts left out of the five he started with

3 05 – Tom snatches at a cup of coffee between stages Steven, despite an overnight journey from Scotland, refuses all stimulants

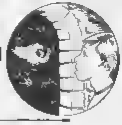
3 12 – after an hour's play Tom loses his first beast to those skiing kangaroos

3 20 – there s everything to play for as Steven closes the gap Scores are Tom on 1,280,000 with three beasts remaining, Steven on 1 140 000 with two beasts left. The atmosphere in the Chamber becomes yet more tense

3 30 – Steven loses his penultimate beast How long can he hold out?

3 35 – Tom s down to the last camel Points are almost equal Who will crack first under the enormous pressure?

3 42 – a cry of anguish signals the end of Steven s Challenge Seconds later Tom s final animal expires It's all over after 90 minutes of the most intense



first great play-off between two champion vid-kids

CAN YOU BEAT 'EM?

From piles of entries received these are the biggest beasts

REVENGE OF THE MUTANT CAMELS COMMODORE 64

★ 1 680 000 Tom Burton Swaffling, Suffolk
★ 1,021 000 Steven Finlay Kirkcaldy Scotland
★ 872,670 Andrew Janota Coventry

CHUCKIE EGG SPECTRUM

★ 395 320 Alan Taylor Aberdeen
★ 364 460 Calum McMillan, Glasgow
★ 291 880 Andrew Cousins Hull

PYRAMIR SPECTRUM

★ 127 839 Robert Scarfe Ipswich
★ 123,540 Gary Walker, London

JET PAC VIC 20

★ 89 875 Andrew Anderson Bath
★ 67,200 Andrew Robertson Hull
★ 61 570 Andrew Wilson, Irvine Scotland

HUNCHRACK SPECTRUM

★ 3 230 600 David Ritchie Glasgow
★ 2,234 200 Martin Abbot Dover
★ 312,600 Raju Ghei Derby

Steven Finlay s technique 'Luck!

S FEAR TO TREAD

zapping ever seen in the Challenge Chamber

Final scores

Tom (left)	1,448,285
Steven (right)	1,420,285

An incredibly close run thing in which both contestants left the Chamber co vered in glory

SEND US YOUR RECORD SCORES

You too can achieve nation-wide fame by sending us your high scores on any popular game for any micro. Just fill in the form below

But remember You may be summoned to the Challenge Chamber to prove that your skills match up to your claim

OK – I'll dare the Challenge Chamber (This portion to be filled in by witness)

Name
Address
Telephone no (if possible)

Game Machine
My record score is scored on (date)
in a game lasting mins secs
Signed
Here are my tips for playing this game well

Name
Address
Telephone no (if possible)
Occupation
I confirm that the above claimed score is genuine

Signed

Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG

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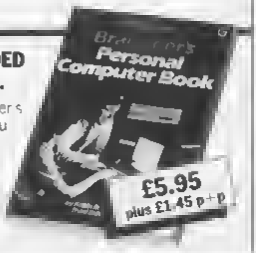

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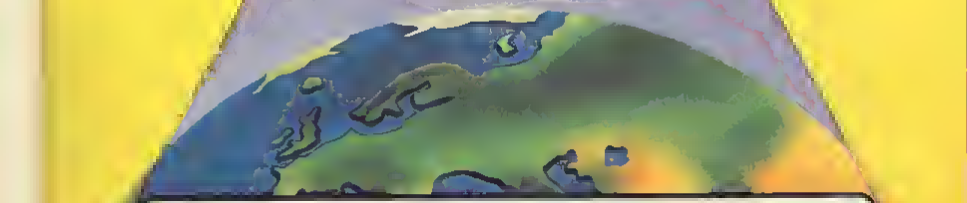

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THE VIDEO S

MOTOR RACING

The family will gasp in awe as you hurtle round the track, defying death at every bend and only occasionally have to halt scraped off a billboard. Peter Cooper enjoys the best of micro motor racing

The trouble with motor racing is that it's far too dangerous. It's all very well driving round Silverstone at 200 mph looking forward to a bottle of champagne and a kiss from a beautiful blonde, but what happens if you crash? Most likely third degree burns and three months in traction. And that's if you're lucky.

Such risks can be avoided, without losing too much of the excitement, by the simple trick of putting a racing simulation on your home computer. And there's no need to buy expensive cars or get oil all over your hands.

But which team do you want to drive for? On the Spectrum racing correspondents think that Psion's *Chequered Flag* is the one to watch.

Powerful

This is a powerful program for the 48K model with many excellent features.

You're given a choice of ten tracks, some real and some imaginary. Three cars are available: two with manual gears and one the McFaster Special automatic.

It is advisable for the novice to use the McFaster since one of the difficulties with this program is the number of keys you have to manipulate.

Chequered Flag's graphics are quite superb. The screen displays the dashboard and bonnet of the car. Ahead of you stretches the road, jet black against the rich green of the fields.

Steering around the dog-legs of Brands Hatch or the tight bends of Monaco takes time to master, especially if the road is covered with oil, water, glass or even rocks. Once you get up some speed you must keep a close eye on the instruments or you could be forced to pull into the pits because of over-heating.

Even the sound is almost convincing in this enthralling Spectrum game.

Entertaining

In *Chequered Flag* it's just you and the car against the track and the clock. *Road Racer* from Thorn EMI is the other kind of motor racing program in which you have to overtake other cars.

This is only a 16K program, so it's not surprising that it isn't quite as impressive as Psion's. But it's still good value and an entertaining game. The graphics are good with a blue mountain range forming a backdrop to the black track. The cars themselves come in a variety of primary colours.

The object is simply to pass as many cars as possible. Here too you must watch the instruments for imminent over-heating. Although the game is fun there is not really enough variety in the track to hold the players attention for very long.

Salamander's *Grand Prix* for the Dragon is unlikely to have you trembling with excitement. In fact, there's a good chance you'll fall asleep at the wheel. In this game for one or two players the cars are merely minute black dots. It's more like racing fleas than motor cars.

There's a choice of tracks, but it doesn't do any good. The two player game is only marginally less tedious.

Microdeal's *Morocco Grand Prix* is a better bet for the car crazy Dragon owner. Here you view the track from above. You bring you own car on to it from the side and try to overtake as many rival cars as possible. The screen scrolls down unfortunately giving you the impression that all the other cars are going backwards. But the graphics are otherwise quite good and the sound gives a tolerable imitation of a crashing noise. It's by no means a great program but when you compare it with the opposition.

Exciting

Le Mans, on the Commodore 64, takes its name from the famous 24-hour race in France. On the computer game you also have to drive by night as well as by day.

The track is seen from above and as usual you must pass as many cars as possible. Although there are no bends on this track there are plenty of chicanes and obstacles. Night driving is exciting: the screen goes dark and you see only the tail lights of cars in front.

Le Mans graphics are strong and the sound features excellent acceleration and overtaking noises.

Unrivalled

Pole Position for Atari computers, is unrivalled in micro motor racing, both in quality and price. It has essentially the same graphics as the arcade game which means that they are superb: blue skies, snow-capped mountains and excellent cars with spinning wheels. The sound is a deafening roar of engines as you hurtle around your choice of the four tracks.

In almost every respect *Pole Position* is superior to other micro racing games. But when you pause to consider the price – £29.95 – you realise that it ought to be the best. If it weren't you might justifiably ask for your money back.

Of the other programs considered both *Chequered Flag* and *Le Mans* stand out for the quality of their graphics and their lasting interest.

the big break? We load up the motor race, golf and pool simulations

SPORTSMAN

GAME: ROAD RACER (THORN EMI)
MACHINE: SPECTRUM 16/48K
JOYSTICK: OPTIONAL £6 95
OVERALL RATING 5

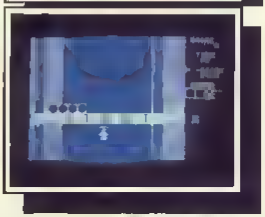
GAME: GRAND PRIX (SALAMANDER)
MACHINE: DRAGON
JOYSTICK: NECESSARY £7 95
OVERALL RATING 2

GAME: MOROCCO GRAND PRIX
MACHINE: DRAGON 32 (MICRODEAL)
JOYSTICK: NECESSARY £8 00
OVERALL RATING 5

GAME: LE MANS (COMMODORE)
MACHINE: COMMODORE 64
JOYSTICK: PADDLE ONLY £9 99
OVERALL RATING 7

GAME: CHEQUERED FLAG (PSION)
MACHINE: SPECTRUM 48K
JOYSTICK: NO £6 95
OVERALL RATING 8

GAME: POLE POSITION (ATARI)
MACHINE: ATARI 400 600, XL
JOYSTICK: NECESSARY £29 95
OVERALL RATING 9



Clockwise: Psion's *Chequered Flag*, Commodore's *Le Mans* and Atari's *Pole Position*

GOLF

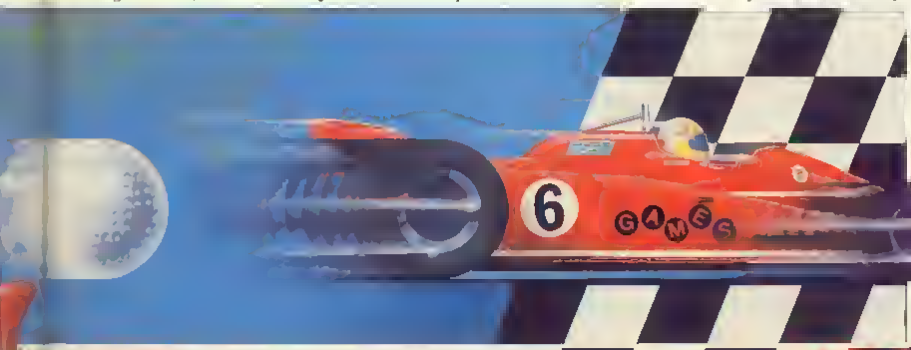
Drive, chip and putt – without so much as a practice swing. Steve Cooke says which golf games are up to par

Golf isn't exactly the most strenuous of sports, but if you're too lazy to venture out into the great outdoors, you can now play a brisk 18 holes from the comfort of your armchair as you gaze into your micro's monitor. In a recent series of tournaments, held in the PCG offices, the results were as follows. First, the Spectrum Open, played in fine weather with challenging performances from six contenders. First prize in this competition went to Abrasco for their well-presented game *Golf* played in gusting winds over nine holes. They even managed to cram their performance into 16K, giving them an edge over CRL, who were narrowly beaten into second place.

Abrasco's *Golf* has bold, clear graphics and a good choice of clubs. Information concerning your score and par is clearly displayed on the screen at all times. This program is also available on the Commodore 64.

Leisurely

CRL's *Handicap Golf* boasted animated 3D graphics which do add some interest to the presentation of the game but not to the actual playing. A nice choice of clubs were available to see you through 18 holes but the action was perhaps slightly too leisurely and the ball occasionally difficult to see ▶



Mark Watkinson

DK'tronics struggled into third place with acceptable graphics a reasonable choice of clubs and up to 18 holes Honourable mention must also be given to R&R for a very simple 16K game that changes hands for only £3 75 However this program doesn t offer you a choice of clubs

Other contenders in the Spectrum Open included Virgin and Lyversoft Virgin do versions for both 16K and 48K machines but the graphics are poor and the presentation unimpressive Lyversoft s was much more credible though it was impossible to see the ball in flight – it just appeared somewhere as if by magic This would be the equivalent of a real golfer teeing off with eyes shut and trying to spot the ball after it had come to rest!

GAME: ORIC GOLF (R&R)	£5 95
MACHINE: ORIC 48K	
OVERALL RATING	4
GAME: GOLF (SALAMANDER)	£7 95
MACHINE: DRAGON	
OVERALL RATING	5
GAME: GOLF (LYVERSOFT)	£5 95
MACHINE: SPECTRUM 48K	
OVERALL RATING	5
GAME: BIRDIE BARRAGE	£7 95
MACHINE: BBC (COMPUTASOLVE)	
OVERALL RATING	4
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GAME: GOLF (R&R)	£3 75
MACHINE: SPECTRUM 16/48K	
OVERALL RATING	4
GAME: GOLF (DK TRONICS)	£4 95
MACHINE: SPECTRUM 48K	
OVERALL RATING	5
GAME: TEE-OFF (DRAGON DATA)	
MACHINE: DRAGON	£7 95
OVERALL RATING	4
GAME: GOLF (VIRGIN)	£7 95
MACHINE: SPECTRUM 16/48K	
OVERALL RATING	4
GAME: HANDICAP GOLF (CRL)	£5 95
MACHINE: SPECTRUM 48K	
OVERALL RATING	6
GAME: GOLF (AERASCO)	£6 95
MACHINE: SPECTRUM 16/48K	
OVERALL RATING	7

How golf games work

Most golf games give the player an aerial view of each hole with a close up shot of the green to help accurate putting First you select your club and then you input the direction of your shot using either a clock face (or in some programs the points of the compass) as a reference You then choose how hard you want to hit the ball

Choice of clubs usually includes one or two woods up to nine irons and in some games a wedge or sand-iron The distance the ball travels depends on the strength (usually input on a scale 0-100) and of course your choice of club

***Supergolf* from Squirrel Software has a different angle of view (see screen shot) You don t input a direction (which is chosen automatically) but you have to be very careful in your choice of clubs If you are going to clear the obstacles**

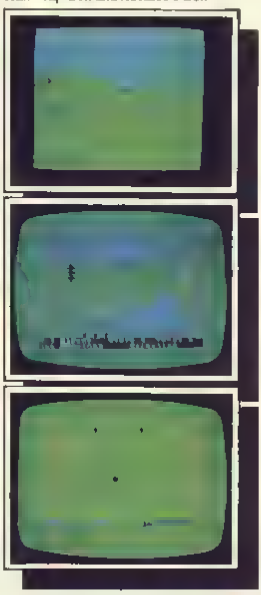
Oric owners can also potter round either a nine or 18 hole course with a version of R&R's game converted for their machine Unfortunately they ll have to pay rather more for it No choice of clubs severely limits the interest of this game

Teams competing in the BBC Masters included *Birdie Barrage* from Computasolve and *Supergolf* from Squirrel Software

Supergolf departs from the usual format by displaying the course from a different angle (see screen shot) Instead of choosing the direction of your shot, you have to choose your clubs carefully to put the ball on the right trajectory

The graphics on *Supergolf* were simple but very well done Getting out of the bunker involves chucking a lot of sand about and there are some nice splashes in the water hazards The game is also available on the Electron

Top to bottom Squirrel's *Supergolf* CRL's *Handicap Golf* and Abrasco s *Golf*



Chunky

Birdie Barrage took second place with the usual display format, rather chunky graphics and garish colours It doesn t tell you how many shots you ve had on a particular hole until you've finished but putting is given an added twist by varying conditions of the green

If you re a Dragon owner, then *Tee Off* from Dragon Data tries to capture the realism of the game with a small animated figure He walks slowly and jerkily about the screen poking his (unidentifiable) club at the ball You need a joystick to play and pressing the button makes the player swing his club and you hope hit the ball in the right direction

Tee Off is a brave attempt but you can t choose clubs and after the novelty has worn off the limitations of the game cause one to lose interest For a more conventional (and more interesting) game on the Dragon try Salamander's *Golf* which uses the Stableford scoring system and accepts 2-4 players

POOL

Move over Steve Davis. Peter 'Hurricane' Conner gives a break-down of the green baize micro games

If you sincerely want to misspend your youth, snooker is still the best way to do it But you no longer need to spend endless days in smoke filled halls where the only sounds are of cues being chalked and criminal acts being planned The miracle of modern technology means that now you can break the pack, sink a red, screw back for a colour, come off the cushion for another red and go on to make a 147 break – all in the comfort of that well-used armchair in front of your computer!

Visions produce *Snooker* for five different micros BBC Electron Spectrum Commodore 64 and Vic 20

On the BBC the game is one of the best versions available The graphics are superb with a brilliant green table and blue cushions All the colours are clearly distinguishable from yellow

through to pink – the only version I've seen where this is so

Realistic

Your shot is controlled by moving a cross to the point on the object ball you want to hit thus giving a high degree of accuracy Strength of shot is easy to change and it's also possible to put spin on the ball The behaviour of the balls is most realistic and the sound nicely mimics the familiar click of ivory on ivory

You can't expect the same quality on the Vic 20, which is a good thing because you don't get it Visions *Snooker*, for 3K expansion bears little resemblance to the BBC version It has nearly all the same features but is not as sophisticated

Rather than a cross you have a tiny black dot to position the cue This is sometimes lost either against the table or one of the balls The graphics are slightly unclear and the green of the baize is too vibrant

Not everyone though wants to play snooker Some people find the large table intimidating Those with poor eyesight can't see the balls let alone hit them Pool played on a smaller table with fewer balls, is a more suitable game

Since pool like snooker, is played on a table covered with green baize it seems to be exactly the right kind of game for the Dragon whose screen display is greener than the grass on the proverbial other side

Clear

Microdeal's *Eight Ball* for the Dragon, is one of the better pool games around The Dragon's green is just the job here The display is very clear with red striped balls and blue solids

Sighting before you make your shot is particularly good in this version a solid line from the ball indicates your cue position while a flashing line shows the path the cue ball will take This makes it easier to hit the object than in the real thing

Another excellent feature is that the player can put spin on the cue ball This is done by positioning a spot on a ball displayed above the table The computer then simulates the cue ball striking the target ball with whatever spin – top back or side – you've selected

This means that you have a high degree of control over your game The balls move very realistically when struck and the sound is almost the same as the real thing

Abrasco's *Pool* for the 48K Spectrum, is not really in the same class Although the graphics are reasonable the balls have a jerky creeping motion reminiscent of ants on the move

Aiming too is strange You move a circle round the cushion using the cursor keys but must place it in the direction from which you want to hit the ball Admittedly this is the way you do it in the real game but on the screen it can make things very awkward

The program doesn't allow you to apply spin but it does register fouls Also included is a facility for up to eight people to play in a league

The ragtime theme music from the film The Sting introduces CDS's *Pool* for the 16 or 48K Spectrum In this version there are only seven balls on the table the cue-ball three red and three blue The graphics are clear and colourful and again your shot is aimed by moving the cursor round the cushion Unfortunately there is no spin facility and the program does not register fouls But for those with only 16K machines it's not a bad buy

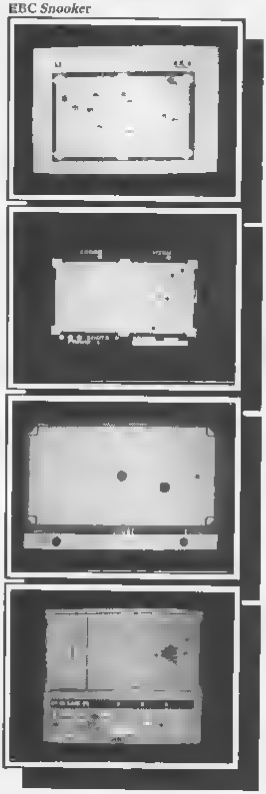
Zany

Billiards is traditionally thought of as a more gentlemanly game than snooker or pool You play it after a superb dinner to the accompaniment of brandy and cigars Dinner jackets are worn

Romik's *Pottit* for the Commodore 64 is a zany and aggressive version for two players of this formerly peaceful game If you can imagine two people trying to play billiards at the same time you will get something of the flavour of the game

On the table there are three balls black white and red Using joysticks the players control a ball each and try to pot the white It's great fun as the players jockey for position and frantically try to manoeuvre their balls Romik wisely advise players that bending the joysticks will not make the balls go any faster

Top to bottom Microdeal's *Eight Ball* CDS's *Pool* Romik's *Pottit* and Vision's BBC *Snooker*



Innovations

So whither snooker simulations? How will this game develop in future micro incarnations? A way forward is pointed out by a feature of Microdeal's *Eight Ball* The ball is sometimes struck before you've released the fire button on your stick This says the blurb 'is a random selection designed to simulate the player mis-hitting the cue-ball'

There's clearly great potential here beer spilled on the table fights over whose turn it is or even game over due to cue ripping the cloth' Fortunately we'll have to wait some time for these innovations to be programmed into commercially available software! ●

GAME: EIGHT BALL (MICRODEAL) £8 00
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
OVERALL RATING 8

GAME: POOL (ABRASCO) £6 95
MACHINE: SPECTRUM 48K
JOYSTICK: NO
OVERALL RATING 4

GAME: POOL (CDS) £5 95
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
OVERALL RATING 6

GAME: POTTIT (ROMIK) £6 99
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
OVERALL RATING 6

GAME: SNOOKER (VISIONS) £8 95
MACHINE: BBC
JOYSTICK: OPTIONAL
OVERALL RATING 7

GAME: SNOOKER (VISIONS) £8 95
MACHINE: VIC 20 + 3K
JOYSTICK: OPTIONAL
OVERALL RATING 5

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Your guide to the best of the month's releases starts here

MANIC MATTHEW DOES IT AGAIN!

The highlight of this month's sizzling Screen Test is Game-of-the-Month *Jet Set Willy*, Matthew Smith's follow-up to the incredibly successful *Manic Miner*

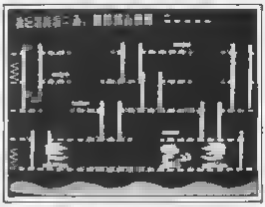
Spectrum owners are also in for exciting 3D action with two new hits from Digital Integration and Micromega. Great original games for the Commodore 64 continue to pour out – three in particular have won our accolades this month But Vic 20 owners haven't been forgotten *Bongo* is a terrific new game for 16K

And after something of a lull, some impressive games are being released for the BBC, with *Ghouls* from Program Power being the most enjoyable

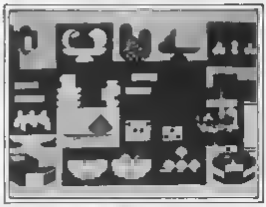
One change you'll notice in this month's Screen Test is that there are few adventure games reviewed This is because we've created an entirely new section for adventure lovers starting on page 98

This month's expert panel of reviewers consists of Steve Mann, Leslie Allan, Peter Connor, Steve Cooke, Chris Anderson, Stuart N Cooke, Rod George and David Jando All ratings are out of 10

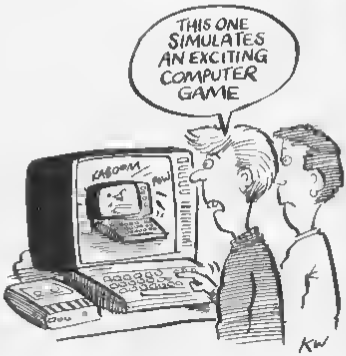
● JET SET WILLY



● BONGO



● CAESAR THE CAT



GAME: THE MINE
MACHINE: BBC
JOYSTICK: OPTIONAL
SUPPLIER: PROGRAM POWER
PRICE: £7 95

This is an arcade-quality version of the arcade game *Dig Dug* and will appeal to those with a yen for the subterranean Your mission To tunnel through the strata deep beneath the earth s crust in search of buried treasure

Naturally it s not just a question of getting your spade out and digging a hole There are evil monsters down there in the bowels of the earth all intent on keeping you poor

There are giant man-eating tomatoes and green fire spitting dragons all of them in their own tunnels When they fancy a change of scenery they transform themselves into ghosts and go roaming around the screen At this time they are at their most dangerous as they are very erratic and pretty quick

Your man tunnels through the earth trying to get the moneybags For protection against the monsters he has a neutralizer this emits a squiggly line which takes a couple of seconds to shrink his enemies to nothingness

The problem with this weapon is that

GAME: 3D SPACE RANGER
MACHINE: BBC
JOYSTICK: OPTIONAL
SUPPLIER: MICROBYTE
PRICE: £7 95

As you hyperwarp through deep space this game gives you the real 3D experience And there s no need to wear special glasses

You are entrusted with an important task – to locate and destroy the Android Death Star which is approaching the Federation sector On your way you meet many frightening hazards

The game begins with your craft blasting through space The ship is one of the best graphic features of the program a delta shaped rocket with twin boosters burning from the back

The first hazard? Deep Space Saucers red and white aliens which zoom at you from front and back They aren t terribly difficult to shoot but they do bring out a problem which this game shares with many other 3D programs – it s not always easy to realise just where you are in relation to your attackers when you want to act

Asteroids are the next little problem as they fill the screen and try to swamp you They are difficult to shoot and even

GAME: JCB DIGGER
MACHINE: BBC
JOYSTICK: OPTIONAL
SUPPLIER: ACORNSOFT
PRICE: £6 95

All the fun of the building site without any of the filth is the attraction of *JCB Digger* by Acornsoft in conjunction with the manufacturers of the famous earth moving machine

The game has certain elements which will be familiar to those who have played *Space Panic* or *Pac-Man* In your role of fun loving navvy you have to dig holes in which to trap the Meanies roaming your island paradise

These monsters seem to have come from Acornsoft s central casting department They re just bouncing blobs with eyes and mouths

If you don t get them they will eject you from the cab and drive off with your digger

If digging holes is not to your taste then an alternative method of extermination is to scoop the Meanies up in the shovel and deposit them in the sea surrounding the island

Bonuses can be scored by clearing the island of patches of grass swamp or rock with the shovel However this

GAME: NEMESIS
MACHINE: BBC
JOYSTICK: OPTIONAL
SUPPLIER: PROGRAM POWER
PRICE: £7 95

The blurb for this game might lead you to expect a stellar megazap From the depths of space come Earth s deadliest adversaries the Vogans Oh no! Not the Vogans! you cry

Well there s no need to be too alarmed, for *Nemesis* is in fact another version of *Centipede* – but a very good one with superb graphics and sound

In keeping with the spaced-out scenario you face nothing so mundane as spiders or bugs Instead you have to look out for Chargers Crawlers and Crushers and beware of radioactive rocks and falling biospheres

Strangely enough these creatures bear a remarkable resemblance to certain beasts which creep upon the earth Crushers are large blue spiders with rolling eyes and wiggling antennae They bounce along the bottom of the screen in a way that will be familiar to *Centipede* fans

Crawlers are yellow bugs which creep down the screen while Chargers are green with yellow pincers and come shuddering down from level 2

Asteroids rather than mushrooms fill the screen at the beginning of the game

PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: GHOULS
MACHINE: BBC MODEL B
JOYSTICK: NO
SUPPLIER: PROGRAM POWER
PRICE: £7 95

It's dinner time for the *Ghouls* in the Spectre s Lair – and you re on the menu!

There are four screens to this great new game for the BBC micro In each screen you must make your way from the bottom of the screen to the top collecting coins and swallowing the occasional power pill

Being an athletic little graphics shape you can leap from platform to platform but all sorts of hazards await you The floors are littered with spikes and joined only by moving platforms that can send you tumbling to your doom

And if all that wasn t enough there s the Ghoul patrolling the screen sinking through the floors its only interest being to deprive you of life and limb

You Ghoul s dismal expression twists into a smile every time you bite the dust and its approach is heralded by a mounting crescendo of ghostly music You can get rid of him for a few moments by swallowing a power pill

Ghouls is one of Program Power s best games yet It s excellently presented with easy control keys and brilliant graphics

Some impressive sound effects accompany the action and each time you reach the top of the screen you are rewarded with a tune Music also plays while the program loads but you can turn the sound off at any time Every time you lose one of your four lives the screen wipes and the display is cleared in a very impressive manner There s a time limit on each screen and the faster you complete it the larger your bonus

Ghouls is similar to a number of other programs on the market but excellent graphics exciting sound and fast action make this a cut above the rest **SC**

GRAPHICS	9
SOUND	7
ORIGINALITY	4
LASTING INTEREST	9
OVERALL	8

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it will only fire when you are moving sideways So if you re travelling up or down and meet a hungry tomato or a heavily breathing dragon – it s curtains

The game also has a time limit within which you must kill all the monsters before moving on to the next level The yellow flowers at the top (daffodils perhaps) wilt as your time runs out.

The screen display is very pleasant with four layers in different colours The other graphics are also good – the dragons are particularly well-executed The sound adds to the atmosphere with chugging and digging noises **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	7

more difficult to avoid

At this stage you will probably get many opportunities to admire the graphical representation of your ship exploding into a burst of yellow and blue fragments

Further hazards include space fighters more asteroids and long legged aliens guarding the Trench which is your ultimate destination

3D Space Ranger is very good value for its 3D effect and graphics but may not have enough variety to hold your interest for a long time **PC**

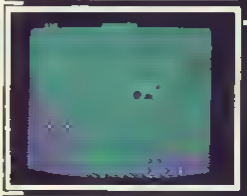
GRAPHICS	7
SOUND	7
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

must be done with care as these areas provide protection lower forms of Meanie life cannot cross them

As you progress through the levels – with different colours indicating increased nastiness – the Meanies become more adventurous and learn to cross these areas

JCB Digger is a nice idea but isn t executed with the sophistication we have come to expect from Acornsoft The monsters are too familiar the scrolling is far from smooth and there is an unpleasant flicker to the graphics **PC**

GRAPHICS	6
SOUND	5
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	6

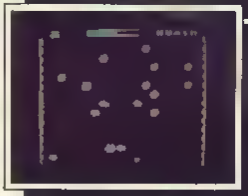


They are white with a yellow centre a bit like something you might find in a box of chocolates But there are no soft centres Each one must be hit twice and on the second shot they descend as deadly red bombs

Firing is not very quick – you can only have one missile in the air at any time So it s important to be accurate and to use your mobility to the best effect

The graphics in *Nemesis* are of arcade quality both smooth and colourful The sound too is satisfying with shoot em up splats and zaps But I must say that I don t quite see the relevance of The Teddy Bears Picnic which plays loud and long during the introduction **PC**

GRAPHICS	8
SOUND	8
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	6



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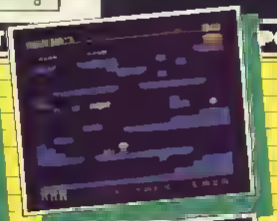

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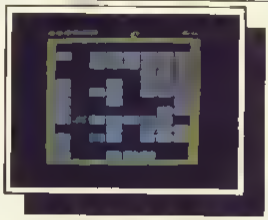
GAME: PENGWYN
MACHINE: BBC MODEL B ELECTRON
JOYSTICK: NO
SUPPLIER: ROSTERN
PRICE: £6 95



GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	6

You find all manner of creatures in the arcades these days I suppose penguins were bound to make it sooner or later Now they've come home to roost in your Acorn computer

The BBC and Electron versions are identical and both come on the same cassette This is something of an advantage for BBC owners When you get tired of the BBC version you load up the Electron version which runs at breakneck speed on the Beeb Try getting a high score on that!

The idea of this game in case you're not familiar with life in the Antarctic, is simple A penguin has to improve his living conditions by getting some boxes in a line His task is complicated by blocks of ice and a couple of penguin vorous Pac people

The monsters chase the bird about the screen and you can only get rid of them (temporarily) by pushing blocks of ice on to them

The bird can melt blocks of ice if they're in the way but otherwise he just has to shove and push to get things into the shape he wants

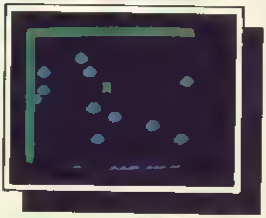
Melting the ice can be dangerous because the monsters have the annoying habit of hiding inside the blocks and leaping out at you.

The monsters in Postern's game are intelligent and very aggressive There are two to start with and more turn up as the game progresses

One important omission is that unlike most versions of *Pengy* you can't stun the monsters by electrifying the maze's outer walls This considerably cuts down your strategy options

Despite this good graphics and challenging play make *Pengwyn* an enjoyable version of *Pengy* for stay-at-home arcade freaks **SC**

GAME: EAGLE
MACHINE: BBC MODEL B
JOYSTICK: NO
SUPPLIER: SALAMANDER
PRICE: £7 95



GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

The Eagle has landed Well almost its shields ran out during the fourth screen it blundered into a Magnetic Anomaly Mine and exploded Ah well

Just in case you hadn't guessed this is a very popular version of the old *Lunar Lander* program

You guide the Eagle from the top of the screen to the bottom shifting it left and right with the 'Z' and 'X' keys and using the thrust key ('Return') to slow its descent, or move upwards

In this version however there are no less than 20 screens to negotiate In each screen you must collect four Iridium pods for bonus points and a slight increase in shield power

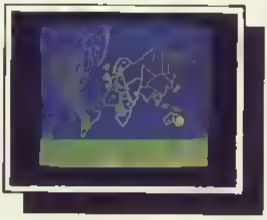
Your shields are essential to avoid damage on collision with the numerous hazards which range from asteroids and laser forcefields to the aforementioned Magnetic Anomaly Mines

Negotiating the caverns is also tricky You can always use your shields, but shield power is strictly limited and extreme care is the best policy

The graphics and sound are good, and every time you play the game the layout of each screen changes

This game requires patience and perseverance and should give Beeb owners many happy landings **SC**

GAME: EMPIRE
MACHINE: BBC MODEL B
JOYSTICK: NO
SUPPLIER: SHARDS SOFTWARE
PRICE: £6 95



GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

This game has its roots in the old board game *Risk*, In which you try to take over the world

The display flashes up a map of mother Earth and invites you to choose which territories you would like to occupy before the game begins

Once you've selected your allotted share the remainder of the planet is divided between the evil Beeb Empire and neutral powers

You then take it in turns to attack other territories and (you hope) subdue them Victory increases your firepower

There are eight levels of play Choosing the highest level gives the Beeb Empire a decided advantage and you have to plan your offensives carefully

Choose the lowest level and you can take over the entire planet in a few minutes Recommended for strategists and megalomaniacs only **SC**

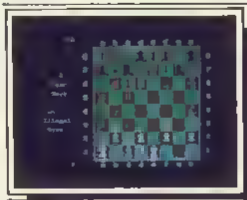
GAME: STAR TRADER
MACHINE: BBC
JOYSTICK: NO
SUPPLIER: FIRST BYTE
PRICE: £7 95

A version of those games where young tycoons and tyrants are trained in the outer reaches of the galaxy

Moving the cursor you select a planet conquer it, exploit it and move on to another Actually rather dull **PC**

GRAPHICS	3
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

VIC 20 • ELECTRON • VIC 20



GAME: CHESS
MACHINE: ELECTRON
JOYSTICK: NO
SUPPLIER: PROGRAM POWER
PRICE: £7 95

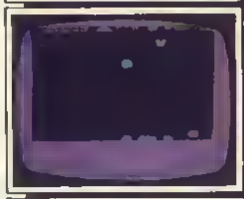
This is a well presented chess program with most of the features you would expect to find on programs for more expensive machines

The display is very crisp and easy on the eyes red and green squares with black and white pieces

If this is not to your liking, there is a facility which allows you to play around with the colour combination until you find something suitably soothing

You can play against the computer, let the computer play against itself or even play humanoid against humanoid

There are nine levels of play At the



GAME: PEDES AND MUTANTS
MACUINE: VIC 20 UNEXPANDED
JOYSTICK: OPTIONAL
SUPPLIER: ROMIK
PRICE: £6 99

The first part of this shoot-em up, in which you encounter the Pedes is a kind of upside down *Centipede* the creatures move up towards you Other opponents are ants and fleas and rocks some to be avoided, some killed

Colourful and noisy, it s hard to tell what to kill and what to avoid **PC**

GRAPHICS	6
SOUND	6
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	5

GAME: CHOC A-BLOCK
MACUINE: VIC 20 8/16K
JOYSTICK: OPTIONAL
SUPPLIER: PARAMOUNT
PRICE: £6 50

A variant of the *Pengy* game set in the USA's Deep South You rush around the maze trying to avoid the Chocbeez which have an unpleasant tendency to hatch out of the Choc eggs If one of the blocks which make up the maze is free on two sides you can crush your opponents to death **PC**

GRAPHICS	6
SOUND	6
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

GAME: THE GAME
MACHINE: VIC 20 UNEXPANDED
JUYSTICK: NECESSARY
SUPPLIER: ENIGMA SOFTWARE
PRICE: £5 50

It sounded so mysterious, so enigmatic a game called *The Game* which arrived in a package with no instructions I opened it up in the faint hope that it might be something special

But I'm afraid it s just another version of *Pac-Man* The maze is made of bright green bricks and the sound effects are horrible **PC**

GRAPHICS	5
SOUND	3
ORIGINALITY	1
LASTING INTEREST	1
OVERALL	3

PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

20 • ELECTRON • VIC 20

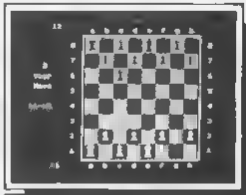
highest level the computer takes two hours to respond

At level three on which I played it takes a snappier decision and makes a move in one minute

The machine plays quite strongly on the whole but sometimes makes bizarre moves But then who doesn't? In Blitz mode it can be rather easy to beat it allowed me to queen a pawn on my tenth move

One thing which is absent is a facility for forcing the computer to make a move when you've had a bellyful of waiting – something that's particularly important on the higher levels PC

GRAPHICS	7
SOUND	NONE
STRENGTH OF PLAY	5
LASTING INTEREST	6
OVERALL	6



GAME: METER MANIA
MACHINE: VIC 20 UNEXPANDED
JOYSTICK: OPTIONAL
SUPPLIER: ABRASCO
PRICE: £7 50

The girls in blue and yellow (traffic wardens to you and me) are after you in *Meter Mania* You travel roond the maze collecting coins and hiding in your car when the going gets too hot

This should have been called *Park Man* because it's basically *Pac Man* with parking meters If you like playing *Pac-Man* it's just the ticket SC

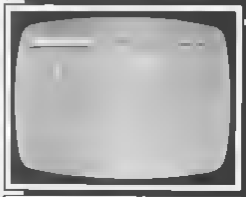
GRAPHICS	7
SOUND	4
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

GAME: MULTITRON
MACHINE: VIC 20 UNEXPANDED
JOYSTICK: OPTIONAL
SUPPLIER: SUMLOCK
PRICE: £7 95

This is a version of *Galaxians* with good sound and some curious graphics The aliens start out looking like Aladdin's Lamps become things resembling the FA Cup and finish up as large flapping birds

You must then survive the space corridor and go back for more fast and furious action PC

GRAPHICS	7
SOUND	7
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6



GAME: 3 GAMES
MACHINE: VIC 20 UNEXPANDED
JOYSTICK: NO
SUPPLIER: ENIGMA
PRICE: £5 50

A collection of games for the gambling micro owner *Pontoon* is familiar to most people graphics are clear and no matchsticks are required *Bandit* is a fruit machine simulation with dull graphics *Brag* is another card game

A dull set of programs which cannot possibly have any of the satisfaction of playing the games in real life PC

GRAPHICS	2
SOUND	0
ORIGINALITY	4
LASTING INTEREST	1
OVERALL	2

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: BONGO
MACHINE: VIC 20 + 16K
JOYSTICK: NECESSARY
SUPPLIER: ANIROG
PRICE: £7 95

In this game you are definitely a mouse not a man *Bongo* as the brave rodent is called must be one of the few mice in the history of computer games to have the chance of marrying a princess

The hand of this eligible young lady is being offered by her father to whoever can find his stolen diamonds

Bongo the Super Mouse has discovered the thieves hideout – a cave by the river

He ventures inside to discover that there are various levels connected by ladders and chutes There are also trampolines for bouncing across the gaps At the bottom of the cave is a river into which Bongo is hurled if the thieves catch him

The stolen gems glitter in the cave to show Boogo where they are On the first level he has to avoid only one of the thieves

This creature is a nasty piece of work with a sharp pointed nose He moves very quickly so Bongo has to use his small brains to outwit him

One method is to slide down the chutes since the thief cannot use these He is though a prodigious jumper and can easily clear the gaps Bongo has to use the trampolines

A great boon for Bongo are the transporters located at the top and bottom of the left-hand side Get inside one of these lure the thief over and then transport to the opposite side

This is a game with the same kind of compulsion as *Donkey Kong* as you go up and down in a frenzy Graphics are very good with a predominance of red and blue The animation is also excellent especially when Bongo bounces on the trampolines

Sound effects are suitably frantic and there is a jaunty tune between each of the six screens PC

GRAPHICS	8
SOUND	8
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8

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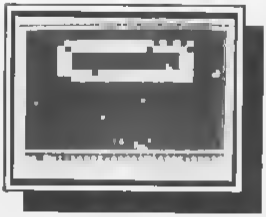
Boots WHSMITH

Strategy Games. They're no pushover.

81 • LYNX • ZX81 • LYNX

GAME: GALAXY JAILBREAK
MACHINE: ZX81 + 16K
JOYSTICK: NECESSARY
SUPPLIER: ROMIK SOFTWARE
PRICE: £4.99



GRAPHICS	7
SOUND	NONE
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

Galaxy Jailbreak is a sort of cross between *Galaxians* and *Breakout* and it's not a bad combination.

The scenario is this. You've captured some alien generals and put them into your prison where you're guarding them with your stellar missile base. The generals' soldiers are bent on freeing their leaders so they hyperspace on to the screen and start bouncing around.

They try to free the generals by bouncing onto the walls of the prison which slowly begins to crumble.

You have to stop them by firing at them with your missile base which can unleash a salvo of five missiles at a time.

But the real trouble starts when a general gets free, or when you hit a soldier. Once a general is free it starts bouncing around like the soldiers and if you hit it, it turns into three soldiers.

No problem, you might be thinking hit the soldiers. But when you hit them they turn into bombs which start falling down – possibly on you.

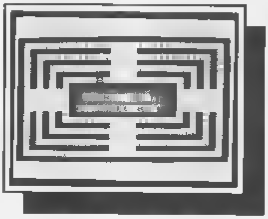
Points are scored for hitting just about everything that moves except the bombs. You can hit the bombs if you wish but high scoring is only achieved by zapping the generals.

In play things get quite confusing after a while, with lots of blobs bouncing around the screen. I resorted to moving left and right and spraying missiles as I went. This works for a while but in the end, things get so cluttered that your three lives get used up rather fast.

Regardless of your inevitable doom, *Galaxy Jailbreak* is good fun. There's lots to watch out for and it should keep most trigger fingers occupied for quite a while.

DJ

GAME: GAMESTAPE ONE
MACHINE: ZX81 + 16K
JOYSTICK: NO
SUPPLIER: FAWKES COMPUTING
PRICE: £4.95



GRAPHICS	5
SOUND	NONE
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

This offering from Fawkes Computing has four games on it, three in machine code and one in good old Basic. The games are *Dodge It*, *Trojan Dragon*, *Death Trap* and *Tablets of Hippocrates*.

Death Trap is a variant of *Dodgems*. The difference is that there are dots (a la *Pac-Man*) which you must eat on your travels. Eating the dots leaves crumbs which can only be eaten when all the dots are cleared. A strawberry earns you some bonus points.

The game itself is OK, but unlike many versions you can't accelerate to avoid a possible clash. What you can do is switch to any lane at a clearing but the monster can only change by one lane at a time.

The next best game is *Trojan Dragon* where you control a drawbridge and a man with a sword. Here, you must stop the baddies from getting into the castle, but let the goodies in. Both can come from the bottom of the screen to the drawbridge or be carried up the Dragon's back.

The game offers different levels of difficulty, and the game gets faster as it goes on. Good fun.

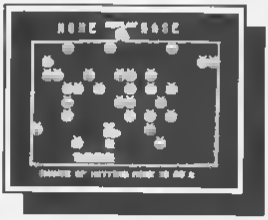
The last two games, *Death Trap* and *Tablets of Hippocrates* are not fun at all. Dead boring would be a better description.

In *Death Trap* you are a blob trying to avoid being boxed in by other blobs and in *Tablets* (an excuse for an adventure) you have to find the cure for cancer.

Unfortunately *Gamestape One* from Fawkes Computing is below the normal standard you would expect from a gamestape and I suggest you shop elsewhere.

DJ

GAME: MINEFIELD
MACHINE: LYNX 48/96K
JOYSTICK: NO
SUPPLIER: BUSTECH
PRICE: £4.50



GRAPHICS	4
SOUND	6
ORIGINALITY	8
LASTING INTEREST	1
OVERALL	3

Steer Bertie across the minefield with nowt between you and eternity but a mine-detector.

The only problem is that the mine-detector doesn't tell you exactly where the mines are. Your chances of escaping alive are slim, to say the least. The likelihood of your playing the game again is even slimmer.

Bertie must collect UFOs and escape to his home planet. I didn't even escape from the first screen. Strangely compulsive for a while but the game depends too much on luck and is very slow.

SC

GAME: WORDSEARCH
MACHINE: LYNX 48/96K
JOYSTICK: NO
SUPPLIER: BUSTECH
PRICE: £6.00

GRAPHICS	2
SOUND	NONE
ORIGINALITY	7
LASTING INTEREST	2
OVERALL	3

This is the classic word-game in which you find words concealed in a grid of jumbled letters. But its large vocabulary somehow doesn't make up for a noticeable lack of excitement.

Even puzzle addicts will probably be unimpressed.

SC

DRAGON • DRAGON •

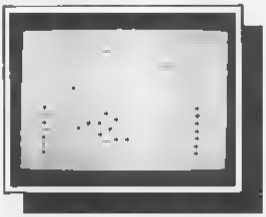
GAME: LIVING STONE
MACHINE: DRAGON
JOYSTICK: NECESSARY
SUPPLIER: CABLE SOFTWARE
PRICE: £8 75

This is probably the most challenging game yet written for any home computer

Well that s what it says on the cassette cover In fact *Living Stone* is simply a board-game – you place stones on strategic points of a pattern in order to surround and capture territory

The pattern is a kaleidoscopic combination of triangles squares and hexagons You play against the computer or another human being

The game is divided into two parts In the first the players take it in turns to place one of their stock of stones on to a corner of one of the geometric shapes



Occupying all the corners of a triangle or square gives you the privilege of moving one or two of your opponent s stones Occupying all the corners of a hexagon wins the game

Assuming that both players have succeeded in preventing their opponent from winning in the first stage and have placed all their stones on the board the game moves into the second stage Here you may move your stones along the lines to adjoining intersections The aim of the game remains the same

GRAPHICS	3
SOUND	4
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	4

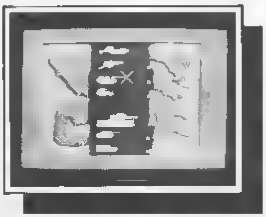
The game does involve careful thought but the claims made on the cassette cover are a little over-stated Just because a game involves a high degree of possible strategic combinations doesn't mean that it s going to have you hooked

Living Stone may have more possible moves than a chess game but whether you ll want to spend all day working them out is another matter altogether **SC**

GAME: STRATEGIC COMMAND
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
SUPPLIER: ROMIK
PRICE: £6 99

Your aim in this two-player game is to take over the enemy capital situated at the Antipodes Of course if you re not interested in strategy or megalomania this game will not be your cup of tea Strategy fans though could well be intrigued

At the beginning of the game the screen displays a map of the game-world – five green land masses on a blue background Flashing red and yellow



dots represent the players bases and capitals

The combatants can choose from a variety of offensive weapons for sea or

GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

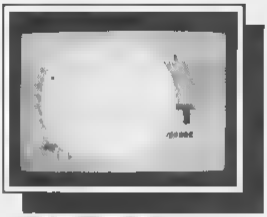
land Having selected the instruments of death the player then despatches a task force to a point of strategic importance and eventually does battle with his opponent

The game s screen graphics are unfortunately rather dull and the sound is no great shakes either But strategy fans are not likely to be put off by such considerations they will be interested in nothing less than world domination **PC**

GAME: CONVOY ATTACK
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
SUPPLIER: ROMIK
PRICE: £6 99

This hybrid of strategy and shoot-em up requires you to protect your convoy of six ships from attacking aircraft.

At the beginning a yellow circle appears on the screen In the middle your ships are clustered around an aircraft carrier From the edges of the screen missiles come speeding towards you From your carrier you launch planes to intercept the attackers before



they [illegible]

It sounds fun but it isn t The ships are black dots the missiles red dots and

GRAPHICS	3
SOUND	3
ORIGINALITY	4
LASTING INTEREST	2
OVERALL	3

the planes green crosses – not the most realistic graphics

Defeat the missiles and you get to see the second screen It s no better Now you have to combat enemy planes in a struggle reminiscent of *Asteroids*. Again the graphics are very boring *Convoy Attack* is one of those games in which death is preferable to glory **PC**

GAME: DRAGON HAWK
MACHINE: DRAGON
JOYSTICK: OPTIONAL
SUPPLIER: MICRODEAL
PRICE: £E 00

A little man runs back and forth across the bottom of the screen shooting at flies that buzz from side to side above him

He must also avoid birds that hatch in the air and flap slowly earthwards and some deadly falling eggs

Another little man stands in the corner apparently paralysed with fear as a large bird flaps across the top of the screen and then descends to carry him off in its claws

His mate then shoots the big bird swaps his gun for a basket and catches the falling lad before he hits the ground Then it s back to shooting at flies

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

Overall this seems to be one of the better games for the Dragon but it won t exactly have you fainting with excitement **SC**

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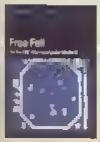

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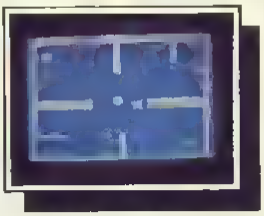
ORIC • ORIC • ORIC • OR

GAME: THEM
MACHINE: ORIC 48K
JOYSTICK: NO
SUPPLIER: VIRGIN
PRICE: £5 95



GRAPHICS	5
SOUND	4
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	5

Them is a five screen game The first screen is a robot maze derivative in which you collect items and then exit via a doorway to the next stage Life is made more difficult by various species of nasty and you must also avoid bumping into the walls Unfortunately it s also made more frustrating by the poor choice of movement keys (JKM' to move and left hand Shift for shields)

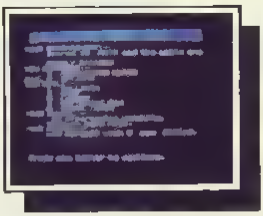
In the third stage you play ring a ring of roses with a few aliens who take it in turns to try and shoot you The fourth screen has you on a conveyor belt heading towards a meat mincer with aliens above and below you In both screens you must shool the opposition to survive

Virgin attempt to strike fear into the heart of the intrepid gamester by warning him that THEY attack in five different screens However THEY only attack in three

The second and final screens are like simple visual puzzles The first requires quick reactions to join up some fast moving colour blocks In the second you match up bones against a time limit

Them gets very tricky towards the end but despite some original touches it is spoilt by poor movement keys and fails to deliver the promised paranoia **SC**

GAME: JERICO 2
MACHINE: ORIC 48K
JOYSTICK: NO
SUPPLIER: ELEPHANT
PRICE: £6 95



GRAPHICS	NONE
SOUND	NONE
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	5

You know what a strategy game is don t you? It's one where you have to climb Mount Everest with a packet of biscuits and a box of matches or sail the seven seas with a mutinous crew and a pound of salt beef In *Jerico 2* you have to besiege a city

The text only program gives you the opportunity to input directions for the collection of food and ammunition and for attacking the city s defences You start off with 300 men but this number diminishes as the days go by either through combat losses or if you are mean with the rations desertion

The instructions tell you to capture Jerico by force or otherwise If you re the aggressive type you can get your men busy building ballistas siege towers and so on Otherwise you can just sit tight and try to starve out the opposition

I have one or two reservations about this game The program doesn t tell you what you ve entered in response to its questions and secondly it will only allow you to attack in one place at a time

Apart from this and the fact that I lost every game I played for reasons that didn t strike me as being entirely logical *Jerico 2* manages to hold one s interest for a few hours After that **SC**

GAME: SCUBA DIVE
MACHINE: ORIC 16/48K
JOYSTICK: NO
SUPPLIER: DURELL
PRICE: £6 95

GRAPHICS	7
SOUND	5
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	7

Oric owners may have been gazing enviously at their neighbours Spectrums and longing to have a go at this game Now they can The bad news is that *Scuba Dive* on the Oric isn t as impressive as the Sinclair version

Three frogmen take it in turn under your command to dive from a dinghy and brave the perils of the deep in search of pearls gold, and diamonds

On the way dowo to the bottom of the screen they must evade all manner of marine hazards Having collected whatever they can get their hands on they must return it to the boat safely in order to add it to their score

The game falls into three stages In the first, you collect pearls from oysters In the second you must swim along underground caverns dodging octopuses and a strange starry looking thing that patrols the caves Valuable minerals may be found here and these too must be returned to the boat The final stage tempts you with gold bars and diamonds Throughout the game your supplies of oxygen are replenished according to how much treasure you collect.

Putting *Scuba Dive* on the Oric with in 16K is a tremendous feat of programming but the graphics are not as good as the Spectrum version Occasionally your diver disappears from the screen altogether and many of the hazards are harmless unless hit head on

Notwithstanding these faults *Scuba Dive* is a game to splash out on **SC**

GAME: DIGGER
MACHINE: ORIC 48K
JOYSTICK: NO
SUPPLIER: MERCURY MICROWARE
PRICE: £6 95

GRAPHICS	3
SOUND	3
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	3

Space Panic derivative you dig holes for monsters to fall into then bury them

This version has the added interest of gold bags which must be transported to the bank at the bottom of the screen It also has terrible graphics and poor movement keys **SC**

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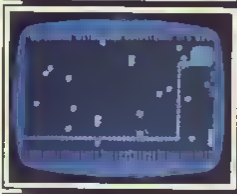
COMMODORE 64 • CGL

GAME: SUPER COBRA
MACHINE: CGL
JOYSTICK: OPTIONAL
SUPPLIER: CGL
PRICE: £23 95

Unexceptional version of *Scramble* made worse by poor control keys and finicky joypad controllers Missiles are swift and reappear on screen to crash earthwards if they miss you Your helicopter fires and drops bombs at the same time Not bad by CGL standards

SC

GRAPHICS	6
SOUND	6
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	6



GAME: PLUMB CRAZY
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: TERMINAL SOFTWARE
PRICE: £7 95

You d have to be plumb crazy not to try this game – it looks really good You d also have to be plumb stupid not to score at least 50 000 points on your second attempt

Perhaps I'm being fussy, but *Plumb Crazy* just isn't enough of a challenge I really enjoyed the first three or four screens but by the 11th I was running out of steam and I hadn t even lost a life

The idea is quite compelling At the top of the screen on the right is a tank which threatens to explode unless pressure is reduced by connecting it to a relief valve on the other side of the

GAME: HIDEOUS BILL AND THE GI-GANTS
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: VIRGIN
PRICE: £7 95

Bill isn't really hideous at all In fact he s a lovable little fellow consumed by his passion for the beautiful Greta who tragically has been imprisoned by the vicious Gi Gants man eating insects who live in a maze

The maze on the first screen is full of eggs all of which Bill must crush before moving on to the next screen

To help him battle the Gi-Gants there are four spears at the corners of the maze These ants though are pretty cowardly and turn tail once you have a spear so it s advisable to crush more

GAME: OUTBACK
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: PARAMOUNT SOFTWARE
PRICE: £7 50

This is a *Poo Yan* type game Know what I mean?

Okay so you don t. How many arcades did you get into last year?? *Poo Yan* was the game where a pig went up and down in a basket shooting wolves In *Outback*, a kangaroo goes in the basket, and it s swagmen instead of wolves

Boss Roo (as he's called) must protect the nine baby roos from being bagged by swagmen These social drop outs drop down from above, hanging on to balloons

Boss Roo pops the balloons with his trusty bow and arrow and the swagmen

PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

• COMMODORE 64 • CGL

GAME: TANK BATTALION
MACHINE: CGL
JOYSTICK: OPTIONAL
SUPPLIER: CGL
PRICE: £23 95

Manoeuvre your tank round a maze blasting other tanks as they threaten your command centre Scream with frustration at the poor movement keys and insensitive joypad controllers Froth with indignation at the poor graphics Aaagh SC

GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

display

You control the plumber as he selects various bits of pipe from a store at the bottom of the screen and joins them in a line to connect the valve and the tank

Unfortunately there are a number of rocks lying in the way so the pipe has to twist and turn to reach its destination In extreme cases rocks may be dynamited to make way for the pipe but there is a strictly limited amount of explosive available

The number of rocks increases as you progress so you need to build up a stock of dynamite for later stages

If you make a mistake and want to remove a length of pipe a spanner is available However grabbing the spanner means you have to drop the length of pipe you are carrying

There is also a resident ghost who makes periodic appearances crossing the screen from right to left It seems to be fairly intelligent but is very easy to avoid

Nice game with nice graphics but too easy by half SC

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	5

eggs rather than go hunting

On the second screen you have no weapons – just levers which allow you to open and close doors to the den trapping the ants inside Your task now is to squash the Inf Ants littering the maze Then you must eat the magic baked beans which give you the strength to go on to the final screen

At last you get a glimpse of Greta She s a pretty redhead well worth rescuing even if she s not so stunning as the lady on the cassette cover On this level there are no clear entrances to the tunnels – Bill has to head butt his way through to Greta If you get to her you re promised a surprise I m afraid I can t reveal what that is

Hideous Bill s ants move very nifty and are very intelligent Bill also is a nice little mover and his death throes are truly horrific

There s a jaunty introductory tune and a clever warbling noise as Bill moves around the maze This is one of today s best maze games PC

GRAPHICS	8
SOUND	7
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	7

plummet to their deaths They will attempt to retaliate with boomerangs and deadly apples

If he misses them while they re in the air they run along the ground and swag a baby roo

When all the baby roos have been nabbed Boss Roo rather than collect on the life insurance commits suicide That s the end of the game as far as you re concerned

Paramount s game is excellently presented with numerous playing options and very fast action at the higher levels There are three screens up to five Boss Roos and you can select guided or straight flying arrows The game is for one or two players

In the second screen the swagmen descend by parachute and in the third they float upwards and rush along a cliff to push a rock on to old Boss Roo By that time I expect they think he deserves it.

Competent sound good graphics and fast action make this the best *Poo-Yan* around SC

GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

★ HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: SAVAGE POND
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: STARCADE
PRICE: £8 95

Savage Pond is the micro equivalent of a TV nature program You know the type that comes on just when you're eating your supper and treats you to scenes of various animal life chewing up various other forms of animal life in gory detail

You're a tadpole in a pond, and you must eat to stay alive. If you survive long enough you graduate to frog status and snap up dragonflies instead of amoebae

In the first stage of the game you swim up and down the pond, avoiding the hydra on the bottom and (later) the jellyfish at the top

The occasional worm falls into the pond and you must snap it up before it disappears at the bottom of the screen Once you've eaten five worms a beetle grub appears Don t shake it by the hand eat it.

While you re being greedy a dragonfly is flying back and forth above the pond dropping eggs into the water These you must also eat before they have a chance to hatch into very nasty tadpole eating nymphs

This live-and let die policy is continued throughout the game After a while the screen changes hey presto there's a frog on a lily pad Pressing the space-bar makes her stick out her tongue, with fatal results for any dragonfly that s in the wrong place

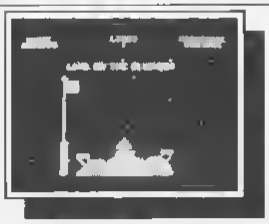
Meanwhile radio active waste has been dumped into your watery home. The sides of the pond become contaminated and contact with them causes instant death In later stages of the game the radiation has an unpleasant effect on some local bees who make life very difficult for our froggy friends up top

There is a lot to this game My only grouse is with the control – the tadpole is frustratingly difficult to manoeuvre in confined spaces Otherwise I heartily recommend a dip into *Savage Pond* SC

GRAPHICS	8
SOUND	5
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	8

COMMODORE 64 • CO

GAME: BLUE MOON
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: MERLIN
PRICE: £6.50



GRAPHICS	5
SOUND	3
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

This is a game which begins with you trying to assemble your ship in stage one and ends with you landing on the fabled *Blue Moon*. In between you face many hazards but not too much excitement.

It all begins with the mournful tune of the same title – the one about you standing all alone, without a love of your own. But now you're no longer alone, because you can play *Blue Moon*.

The first stage is docking, guide the top half of the ship to join the bottom half using the joystick to thrust from side to side. Initially this is tricky but it soon gets pretty easy.

Next you face a comet storm. The streaming white obstacles fly across the screen before swooping down to engulf your ship.

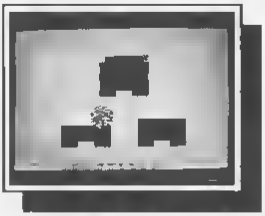
Survive the comets and you will encounter the Blue Bouncers – trouble some little squares on legs who spring around erratically and release bombs. This section is a souped up *Galaxians*.

And then it's on to meet the Tecom Man, who's a large square creature laying eggs which turn into hostile birds.

When you've destroyed him you reach your goal – an attempted landing on the *Blue Moon*. This is a planet with three hills. Once you have landed a flagpole is hoisted, the Union Jack appears and Rule Britania is played.

While this game has a good variety of tasks, none of them is particularly demanding. Graphics are reasonable but the sound is not impressive. **PC**

GAME: STING 64
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: QUICKSILVA
PRICE: £7.95



GRAPHICS	6
SOUND	5
ORIGINALITY	9
LASTING INTEREST	4
OVERALL	5

Here's a busy little game for busy little players who can convince themselves they are bees.

The game is in three sections, in each you must protect your hive from marauding swarms of rival bees.

In the first part the screen shows a hive with a honeycomb in the centre. You control a bee who has to drive off enemies as they approach. The bees here are clever creations flapping and buzzing very effectively.

Next you must defend your queen. Three hives are shown in 3D. Your queen is in the middle of a ball of bees which must attempt to fight off smaller rival balls.

In the final section you have a *Galaxians* style battle as you protect your hive from swooping swarms.

Sting 64 is a good idea which just misses being a good game, mainly because the player has too little to do. **PC**

GAME: FLYING FEATHERS
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: BUBBLE BUS
PRICE: £6.99

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	5

This is another game to make conservationists see red. They'll start off happy enough at the prospect of seeing a game warden protecting his fish stocks. They'll only get rather upset when they see him decimate the local eagle population to achieve this aim.

As the warden you sit in a rowing boat in the middle of a lake in some charmingly depicted countryside. You control a cross mark on the screen, as the eagles flap down to carry away your fish; you reduce them to red smears with a satisfying blast from your shotgun.

Most people would enjoy playing this game – for a bit. The trouble is there's only one screen and only one kind of attacker. Just making the game harder by unleashing preposterous numbers of ravenous eagles and making greater demands on your shooting control doesn't make for a compulsive game.

So I'm afraid that the rather ordinary ratings are going to ruffle a few feathers at Bubble Bus. **RG**

GAME: BOOGA-BOO (THE FLEA)
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: QUICKSILVA
PRICE: £7.95

GRAPHICS	8
SOUND	5
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	9

A conversion of the popular Spectrum game in which your agile flea tries to hop to freedom from his strange underground world while avoiding dragons and flea eating Venus fly traps. Superb graphics and animation create a captivating atmosphere.

If you've admired the game on the Spectrum, you will not be disappointed with this excellent version. **PC**

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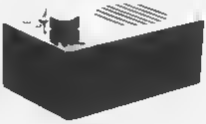

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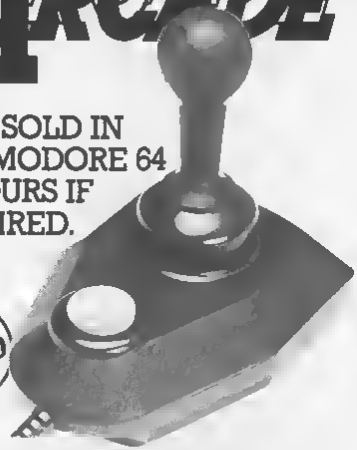

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ODORE 64 • COMMODOR

GAME: STAR COMMANDO
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: TERMINAL
PRICE: £7 95

Will I ever get my wings? I've flown countless missions on *Star Commando* and I'm still only a rookie

The trouble is the mothership I can never find it when I'm running out of fuel This means death and permanent rookie status However even for the lower ranks there is some good fun to be had in *Star Commando*

The game is basically a jazzed-up version of the old *Star Trek* programs in which you had to scan space for the required aliens or treasure The bonus in *Star Commando* is that you also get a very entertaining 3D shoot em up

The top right side of the screen is occupied by status reports energy score and high score Below this is a star chart with 16 squares corresponding to the different sectors of the galaxy through which you move

The main screen display is a 3D view of space with your cross hair sights Various aliens and obstacles hurtle at you out of this starry vastness

Pressing Return produces a Long

GAME: BUMPING BUGGIES
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: BUBBLE BUS
PRICE: £6 99

This is such an addictive game that I had trouble getting to play it in the office

The idea is fiendishly simple drive your car as far as possible through the seasons of the year scoring points as you travel

Your progress though is impeded by the outrageous behaviour of the other motorists They lack any trace of road sense barging into you and trying to force you into the embankments which border the road

Another little problem is that the road is broken up by patches of water some short and wide others long and narrow

However there's no need to despair your car has magic properties When you reach 100 mph you can by pressing the fire button jump into the air and leapfrog the other cars Or if you want to get bonus points you can land on them and squash them

It's also possible to bump other cars into the side of the road but this is rather more difficult, requiring precise judgement of the time and place to do your barging

Bumping Buggies has 20 different tracks in ascending order of difficulty

GAME: MEGAWARZ
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: PARAMOUNT
PRICE: £7 50

Unless you're an *Asteroids* expert, *Megawarz* will pose you a mega challenge

As in the arcade classic you control a spaceship by using two keys to rotate it and a third to move forward

This takes plenty of practice in *Asteroids* but here it's even more difficult The spaceship accelerates rapidly and once moving is almost impossible to stop – a reverse thrust simply moves it in the opposite direction Also the ship is large and actually bounces off the edge of the screen By the time you've added a few aliens there's not much space to manoeuvre

There is a joystick option but that's even harder – joystick right doesn't mean move right but rotate clockwise

On the other hand you are equipped with a shield This can only be used a few times but it comes in very handy

The scenario of *Megawarz* is that you're progressing through a series of planets from Pluto to Earth As you go you must rescue astronauts who drift

GAME: GUSHER
MACHINE: COMMODORE 64
JOYSTICK: NO
SUPPLIER: VISIONS
PRICE: £9 95

This is a strategy game for 2-4 players By wheeling and dealing in the oil business each participant aims to amass a million dollars The first to succeed wins

It's unusual to find a strategy game for more than one player and it's a pity that in this case a one player option wasn't included

Other innovations in *Gusher* include graphic interludes between turns where you see lorries tankers, pipelines etc in operation

Unfortunately the pace of the game is slowed to an almost unacceptable level by having to watch your transport on the move It may be interesting the first few times but after that it becomes a little tedious

More seriously the format of the game doesn't allow the players to exercise sufficient control over their operations, denying them the chance to develop a coherent business policy

Policy options are presented to the player at the computer's discretion

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: CHINESE JUGGLER
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
SUPPLIER: OCEAN
PRICE: £6 90

The first unusual thing about this game is that it was written by a Hungarian professor This doesn't explain its title but it does help to show why it has a completely different feel to any other computer game you've played

It's based on that nail biting circus act in which the performer has to keep a set of plates spinning on sticks

The act is converted to the screen in brilliant 3D graphics accompanied by a wonderful piece of circus music to keep you feeling jolly

Using a joystick you must manoeuvre the delightfully animated juggler to pick up a plate and set it spinning on one of eight sticks

This is achieved simply by moving him right next to the stick base and pressing the fire button Simple He must then collect another plate and repeat the trick

The trouble is of course that the juggler must keep returning to each stick to give it a fresh spin or the plates will fall off The way in which they are shown wobbling as they gradually slow down is superbly realistic and if you're not careful you'll be thrown into blind panic

One additional piece of fun is that you can get the juggler to throw a plate into the air and catch it again changing its colour White plates spin the longest

This game is very nearly brilliant its major flaw is that once the first stage is mastered it doesn't offer enough variety or challenge

The only real difference in later stages is that the plates slow down quicker and you can only place those of certain colours

On only my fourth attempt I got through about ten levels scoring 68 000 points in a game lasting 40 minutes I was too exhausted to try again CA

GRAPHICS	9
SOUND	8
ORIGINALITY	10
LASTING INTEREST	6
OVERALL	8

RE 64 • COMMODORE 64

Range Sensor Scan giving you information on the occupants of each sector You then choose one and go off for a zap

There is quite a variety of aliens Cosmic Kamikazes are whirling, four-pronged opponents Sonic Bombardiers are blue ships which release red bombs at the same time as emitting a strange noise In the Space Minefield multi coloured Sputniks come spinning at you in a menacing fashion

Star Commando is essentially a 3D mega-zap, but its graphics, sound and extras lift it just above the ordinary **PC**

GRAPHICS	7
SOUND	7
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

On the first the player will not take too long to progress through the seasons each of which has a different coloured screen The water jumps are also easily negotiable

However on the higher levels the tracks become excruciatingly tricky There are now dozens of road-hogs rocks litter your path and there seems to be more water than road

The game starts with a very pleasant tune and the motor noises are reasonably good The graphics are nothing to write home about but this seems almost an irrelevant criticism in a game whose enjoyment comes from its compulsiveness and excitement. **PC**

GRAPHICS	5
SOUND	6
ORIGINALITY	6
LASTING INTEREST	9
OVERALL	7

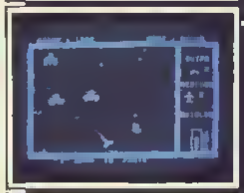
across the screen – and at the same time try to wipe out a wave of alien craft

The craft number between three and six depending on what skill level you re on and destroying them isn't easy Each craft has to undergo a rapid and prolonged burst of fire before it conks out, so you must manoeuvre skilfully to keep it in your sights.

Success will treat you to further waves of aliens of different shape but similar movement

The game is nicely presented with different skill options and a series of simple tunes But if you want easy entertainment, steer clear **CA**

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	5



rather than the player s Sometimes the only option presented is to pass your turn even though you may have plenty of cash to play around with

In an effort to make the presentation of the game more exciting than other strategy games, the programmer has included flashing borders and screen colour changes Sadly there is no use of music

During the game you will have to cope with such hazards as well head fires oil smugglers, pipe fractures and worse The excitement of these random setbacks doesn t make up for the lack of player involvement **SC**

GRAPHICS	6
SOUND	2
ORIGINALITY	8
LASTING INTEREST	4
OVERALL	5

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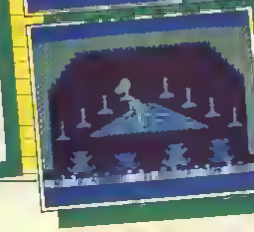


SPECTRUM • COMMO

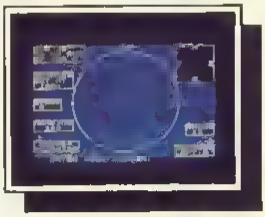
GAME: SUB
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
SUPPLIER: ROMIK
PRICE: £6.99

Sub puts you in command of an American frigate roaming the high seas on a mission to hunt down those bad bad Russians in their submarine and sink them

Protek's *Hunter Killer* has already set the standard in this class of game for the Spectrum and by comparison Romik's game seems very rudimentary It will however fit into 16K.

The instrument panel gives information on your heading and speed and tells you the enemy sub's approximate position and depth

Game controls are simple You can steer port or starboard by adjusting the rudder angle Apart from your speed the



only other variable over which you have control is the depth at which your anti-submarine charges are set to explode

The information is all rather crudely presented A large circle in the centre of the screen gives a visual trace of your direction and speed and a small square in the corner does the same for the enemy The function of these two radar

GRAPHICS	5
SOUND	4
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

screens is not fully documented

When you actually get down to playing the game you find it very difficult indeed Basically you want to drop a depth-charge in the path of the submarine and hope you time it right.

The real problem with *Sub* is that you are unlikely to get very far without first enduring long practice sessions This would be fine (the same is true of Protek's game) but the Romik display doesn't exactly tempt you to spend hours in front of the machine

If you have a 48K machine you can happily give this program a miss 16K owners who are prepared to put in a lot of practice may get a kick out of it SC

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: CAESAR THE CAT
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
SUPPLIER: MIRRORSOFT
PRICE: £8.95

I must be going mad It can't be it's It's an ORIGINAL game!!! Fetch a doctor I just can't believe it

There's this little cat, you see Beautifully animated by the way Very well behaved Obeys your joystick's every whim (forget the keyboard – the choice of keys is terrible)

Screen displays kitchen shelves laden with food intended for human consumption but ending up as mouse fodder Young Caesar leaps from shelf to shelf as the mice dodge from dish to dish

If the feline chances upon one of the rodents, he grabs it in his mouth A door appears somewhere at the edge of the screen, and Caesar must run along the shelves and out of the door to dump his victim Then it's into the larder for another catch

The kitten moves rather slowly but you can speed him up by pressing the fire button, or the 'Z' key He mustn't jump up or down by the teapot or the cups and saucers because then he knocks them down and breaks them

The scoring system is rather unusual You start with 1000 points and the points drop as time passes Catching mice adds points breakages and the disappearance of food lose them

You also lose points for bumping Caesar's nose against the edge of the screen I should think so too The highest score attained during the current game (or a previous one) is con

GRAPHICS	9
SOUND	7
ORIGINALITY	10
LASTING INTEREST	7
OVERALL	8

stantly displayed and updated

As the game wears on, the mice change colour and get progressively greedier and harder to catch The game ends when your score falls to zero as inevitably it will

The Spectrum version is very similar to that on the Commodore 64 but easier to operate from the keyboard

Ceasar the Cat won't satisfy firepower addicts or mice-lovers but for the rest of us it's terrific

Congratulations to Mirrorsoft and Andromeda Software for a simple enjoyable, and original game SC

EMPIRES

When a Galactic war breaks out, there is only one winner — make sure it's you!

Empires is a game of the type which has not been seen before. It is a fully player interactive strategy game for up to six players and an umpire. The basic set contains three players. Expansion set one contains three more. Each player controls a unique race struggling to take over the galaxy. Mining companies, space fleets and sound strategy all contribute to the success of your race; but beware the other players will be trying to tear your empire apart. The skill required to organise your empire as it grows is enormous. To assist you galactic maps and data cards are provided. Soon further expansion sets will be available to give you an advantage over the other players. Move information is transferred via cassette to the umpire who analyses it with his program and returns the new data to the players. Messages can be sent to other players in the same way.

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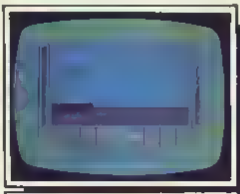
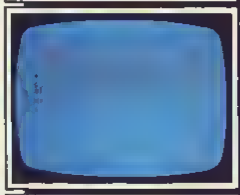


GAME: KRAKATOA
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: ABBEX
PRICE: £5 95

This game could have been right up at the top of the charts if it wasn t for the poor choice of control keys You patrol a stretch of seascape in your helicopter armed with a machine-gun and depth charges Below you a tanker is under attack from submarines and aircraft

The scenery scrolls beneath you as you fly and you can see what s coming up by keeping an eye on the long-range radar panel To the east is your landing pad and to the west lies a volcanic island with a few huts The ocean lies in between

The enemy come in from the west

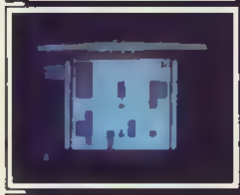


GAME: THE ISLAND
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: CRYSTAL
PRICE: £7 50

The Island is a text only adventure that could well end up driving you mad with frustration Perhaps that s a desirable feature but if frustration is all you get then surely there s something wrong

This program does have its good points, however The responses are very quick so at least you don t have to wait for ages between each instruction

On the other hand there isn't an awful lot to wait for If you re used to adventures that give you lots of detail and allow you to examine objects and search rooms then *The Island* will come as a severe disappointment



GAME: BIMBO
MACHINE: SPECTRUM
JOYSTICK: NO
SUPPLIER: JOE THE LION
PRICE: £5 45

'Joe The Lion is in fact a performance artist who was immortalized in song by David Bowie Quite what this rather obscure gentleman has to do with computer software I have no idea I guess the company just thought it was a catchy name, one that might suggest some eye catching artwork on the packaging of their products

Anyway Joe's offering for the Spectrum is *Bimbo* and it all seems a bit on the twee side To start with the cassette inlay manages to mention just about every software house in the land during the course of a boring and pointless

GAME: PAC MAN
MACHINE: SPECTRUM
JOYSTICK: OPTIONAL
SUPPLIER: ATARISOFT
PRICE: £14 99

I must admit that my first impression on seeing this game was why did they bother? After all the Spectrum has been around for a couple of years now and despite the efforts of Atari s litigation-hungry legal department a number of companies have produced *Pac Man* derived games

Indeed Bug-Byte's excellent *Spectres* was a novel implementation that sold very well and proved extremely addictive to play

But it must be said that the official Atari-approved *Pac-Man* has a number of things going for it

PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

SPECTRUM • SPECTRUM

no if they weren t enough to deal with you must also try to rescue the people from the huts when they are threatened by the erupting volcano You should also try to rescue seamen escaping from the tanker if you ve been careless enough to let it get hit

Some of the status reports at the bottom of the screen are a bit obscure and aren t explained but the display is excellent and the sound about as good as one expects from the Spectrum

So what about the control keys? You move down up and forward using the '3','5 and 7 keys respectively which isn t exactly brilliant design Then you must use the 9 and the 0 keys to fire and drop depth-charges the W and R keys to lower and raise the rope for the survivors, and any key on the bottom row to reverse All rather too much of a fiddle for a game that needs some very careful manoeuvring

But if you don t mind twisted fingers then *Krakatoa* has a lot to offer SC

GRAPHICS	8
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	7

The vocabulary is limited and there isn t much for you to do except wander about collecting whatever you find and only occasionally using your initiative

What puzzles there are seem either illogical or disappointingly easy to solve If you really get stuck I suggest you try breaking the rules

Working out what is and what isn t possible isn t all that easy since the program won t tell you which words it doesn t understand

The aim of the game is to wait for it find treasure Most of your time is spent wandering through caves which tend to lead you back to where you started There are other islands to explore but the environment is hostile and premature death isn t easy to avoid

There's a real-time clock built into the program which will tell you among other things how many days you ve been playing Personally I couldn t stick it for more than a couple of hours SC

GRAPHICS	NONE
SOUND	NONE
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

story

The game itself involves manoeuvring a rabbit around a maze eating carrots and clover and avoiding the pursuing black rabbits

These last may be delayed by dropping apples in their path but while the player s attention is on the black rabbits care must be taken to avoid falling in one of the many pits that litter the landscape

That s all there is to it – there s no Hall of Fame no joystick option and although there are several different skill levels I failed to progress beyond Level 2

I would put this down to a lack of interest on my part rather than any intrinsic difficulty in playing the game itself

The presentation is good with the user being able to call up the instructions with a single keypress should he or she get stuck but there s little here to hold your interest Nice name shame about the game SM

GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	5

The aim of course is to tear round a maze gobbling dots and avoiding monsters I found that keyboard control was adequate but a joystick is a necessity for those really high scores

Atarisoft has chosen to ignore the Sinclair Interface 2 and instead has opted for Kempston compatibility which could cut the sales potential a bit although it must be said that probably the majority of Spectrum owners have plumped for this particular stick

Although the four ghosts don t have the personalities of their arcade counterparts once the first couple of mazes have been cleared the action gets fast and furious enough for anyone

The graphics are faithful to the original given the Spectrum s limitations and all in all this is a fair copy of the arcade favourite But have they left it too late? And look at the price! Atarisoft is pushing its luck a bit I can t see too many Spectrum owners being willing to shell out more than a fiver SM

GRAPHICS	7
SOUND	6
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	3

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GAME: NIGHT GUNNER
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: DIGITAL INTEGRATION
PRICE: £6 95

If you've ever fancied yourself as a World War Two hero *Night Gunner* will give you the chance With this program you can go back in time and try your luck as the gunner and bomb aimer in an Avro Lancaster four-engined bomber

There are two sections to the game First you see the view out of the rear gun turret of the plane and the enemy aircraft moving towards you as you fly to your target As the tail machine-gunner you must shoot down the enemy before they destroy you

They swoop towards you in true 3D at an alarming speed with guns blazing from their wings The damage they inflict on your aircraft can be seen on the pictorial representation of the plane at the bottom of the display Lose a wing tip or your flight deck and you ve had it

When you ve finally made it to the target you take control of the bombing – just press the drop button and it's bombs away

Whenever you are flying over enemy territory flak will be fired at you Its effectiveness depends on how much you weave about the sky

Fly in a straight line for too long and you'll be blinded by a searchlight and easily shot to pieces

Digital Integration say that each of the 30 bombing raids are different I've only managed to see planes trains and trucks so far I've never survived the trucks!

The sound in *Night Gunner* is the most realistic that I've ever heard from the Spectrum put it through your hi-fi and you ll really believe that World War Two is taking place in your living room

A game to be thoroughly recommended, offering exciting action for the average arcade player and a tough challenge for the player who thinks he can beat everything Go and win your DFC today SNC

GRAPHICS	9
SOUND	9
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	9

LORDS OF TIME

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ADVENTURE REVIEWS

Adventures which have a fast response time are spectacular in the amount of detail and number of locations and are available to cassette owners Simply smashing!

– Soft Sept 83

Colossal Adventure is included in Practical Computing s top ten games choice for 1983 Poetic moving and tough as hell

– PC, Dec 83

Colossal Adventure For once here s a program that lives up to its name a masterful feat Thoroughly recommended

– Computer Choice Dec 83

Colossal Adventure is one of the best in its class I would recommend it to any adventurer

– Acorn User Feb 84

Adventure Quest This has always been one of the best adventures for me as it seems to contain the lot In all it took me about eight months to solve

– PCW 18th Jan 84

To sum up **Adventure Quest** is a wonderful program fast exciting and challenging If you like adventures then this one is for you

– NILUG issue 1 3

Colossal Adventure is simply superb For those who want to move onto another adventure of similar high quality **Dungeon Adventure** is recommended With more than 200 locations 700 messages and 100 objects it will tease and delight!

Educational Computing Nov 83

ADVENTURE REVIEWS

Colossal Adventure undoubtedly the best Adventure game around Level 9 Computing have worked wonders to cram all this into 32K Finally **Dungeon Adventure** last but by no means least This is the best of the lot – a truly massive adventure – you ll have to play it yourselves to believe it

– C64 Users Club Newsletter

The puzzles are logical and the program s enthralling **Snowball** s well worth the money which for a computer program is a high recommendation

Micro Adventurer Dec 83

Snowball As in all Level 9 s adventures the real pleasure comes not from scoring points but in exploring the world in which the game s set and learning about its denizens this program goes to prove that the mental pictures conjured up by a good textual adventure can be far more vivid than the graphics available on home computers

Which Micro? Feb 84

Lords of Time This program written by newcomer Sue Gazzard joins my favourite series and is an extremely good addition to Level 9 s consistently good catalogue As we have come to expect from Level 9 The program is executed with wonderful style none of those boring You can t do that messages! Highly recommended

– PCW 1st Feb 84

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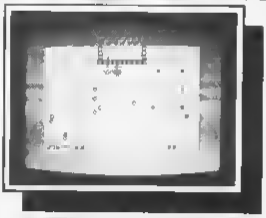
Please describe your computer

SPECTRUM • SPECTRUM

GAME: EXTERMINATOR
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
SUPPLIER: ALGRAY
PRICE: £5 50



GRAPHICS	2
SOUND	3
ORIGINALITY	7
LASTING INTEREST	1
OVERALL	3

There's a Roman gladiator on this game's cover attacking swooping eagles with a sword. It's the first clue that things aren't quite right inside. You are in control of a flying saucer flying in formation with a flock of flapping birds!

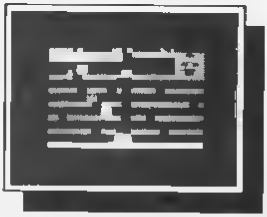
The birds are shot in the direction of motion using the Avian Genetic Mutation Destructor, a vicious weapon which sounds like a squeaking mouse.

Meanwhile, incredibly fast missiles come from the side of the screen. Down 26 birds without losing your five saucers and stage two is unleashed.

You're back on the ground now, a figure wearing a green sweater amidst a minefield of the birds' eggs. Two grinning robot guards with Meccano legs go for you as soon as you're out of a small safe area. With five lives you collect as many eggs as possible.

Exterminator's graphics are simple, its sound effects laughable and its concepts absurd in the extreme. The game is so silly it's interesting and it deserves applause for sheer audacity. **LA**

GAME: DR FRANKY AND THE MONSTER
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: VIRGIN
PRICE: £5 95



GRAPHICS	4
SOUND	5
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4

Dr Franky is pursued by three nasties as he jumps from level to level to fetch a flask from the top of the screen. He must deliver it to the monster, who is in need of refreshment and lives in the top right hand corner.

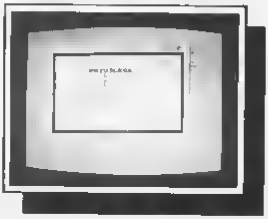
Once refreshed, the monster shakes like something in a lager advertisement and then it's on to the next screen.

The task in each screen is the same but the layout changes, forcing the player to adopt slightly different tactics. The opposition are fairly intelligent and there's a time limit for each screen although this isn't mentioned in the instructions.

The graphics are acceptable but only just. They flicker quite a bit and their movements aren't the smoothest I've seen.

Dr Franky is a creditable attempt for a 15 year-old programmer but there are better ways of spending your money. **SC**

GAME: XANAGRAMS
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
SUPPLIER: POSTERN
PRICE: £6 95



GRAPHICS	1
SOUND	1
ORIGINALITY	6
LASTING INTEREST	2
OVERALL	3

This is simply a sophisticated version of *Hangman* except that instead of getting hung you lose points.

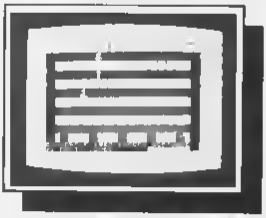
The computer makes up a simple crossword of up to five different words. You're shown the shape of the crossword and the letters which need to be fitted into it. You start at any position on the crossword and guess the letter.

If you're wrong you lose points but when you get it right it helps you to make a better guess at the next letter.

The program comes with 5000 words (which on the 16K version can only be loaded 600 at a time). You can choose how many words you want in your crossword and one of three different skill levels according to how difficult you want the words to be.

But the game would've been a lot more interesting if the crosswords were a little more intricate. It's hard to see *Xanagrams* being played a lot. **CA**

GAME: RONKERS
MACHINE: SPECTRUM 16/48K
JOYSTICK: OPTIONAL
SUPPLIER: PROCOM
PRICE: £5 50



GRAPHICS	5
SOUND	4
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	4

Five humans have been trapped in an alien space station and you must guide them one at a time to reach the air locks so that they can escape.

That's the scenario. What actually happens is that you move a little stick man from the top to the bottom of the screen by dropping him through a series of sideways moving boxes. Then you do the same again four more times each stage you get through.

You are of course being chased by a number of randomly moving monsters, one to start with, and an extra one for

If you can get all five of your humans down you get a 1000 point bonus which is fun and every few stages you are kindly awarded a bonus man.

The graphics are fast but unconvincing. The game is enjoyable for a bit, but there's not enough strategy to make it a sufficiently interesting long-term proposition. **CA**

GAME: LORD HARRY AND LADY HARRIET
MACHINE: SPECTRUM 16/48K
JOYSTICK: OPTIONAL
SUPPLIER: LOTUS SOFT
PRICE: £5 50

For those who find *Pac Man* or *Horace* just too vulgar for words this aristocratic variation could provide welcome relief

The game has an amusing scenario which is matched by pleasant graphics and smooth animation

A certain Lord Harry has been spending the weekend with his old school chum Dennis An excessive consumption of claret has led the drunken lord to take a nap in the park on Sunday night. Now it s Monday morning and Harry has to get to the House of Lords for an important debate on home brewing

This park though, is confusing it has four sections each with four gates Two vicious guard dogs roam this maze looking for upper-class meat Scattered throughout the gardens are mushrooms which Harry must eat to maintain his energy Pools of water are also a mortal danger to the inebriated peer

The game begins with a title page display of a dapper Harry with his top-hat opera cloak and cane In the

GAME: THE SNOWMAN
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: QUICKSILVA
PRICE: £6 95

I've always found that eating lots of Christmas pudding puts me to sleep, but in this game you eat it to stay awake

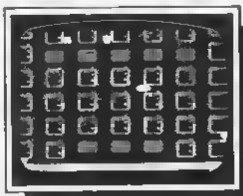
The game is based loosely on the book of the same title by Raymond Briggs Your aim is to build a snowman and to do this you have to move round a maze of inter connected platforms collecting objects while avoiding dozing off

There are four different stages In stage one you must collect six piles of snow and carry them back to the snowman site

This part is pretty easy You won t fall asleep unless you stupidly walk off the end of a platform or run out of energy And you can avoid the latter by collecting Christmas puddings and dinners which materialize from time to time

At the same time you re being chased by four 'gas timers' who will melt any snow you happen to be carrying But this doesn t matter too much since another pile instantly appears

Once your snowman is at full size stage two starts – much more difficult



GAME: DEATH CRUISER
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: NOBLE HOUSE
PRICE: £5 95

A colourful shoot-em up which takes place on a grid You have a saucer-shaped ship and are confronted by hordes of multi shaped and multi coloured aliens who also move around the grid

A standard game which can be exciting at the advanced level **PC**

GRAPHICS	4
SOUND	6
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4

GAME: ARCTURUS
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: VISIONS
PRICE: £6 95

Futuristic title screen followed by a staggering 25 screens of blurb introduce the intrepid player to a game of 3D noughts and crosses

The program claims to be difficult to beat but the PCG editor won at the highest level first time off Either he s a genius or this is a duff game **SC**

GRAPHICS	3
SOUND	3
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

GAME: HURG
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: MELBOURNE HOUSE
PRICE: £14 95

Own up to it wouldn't you like to write a superb game for your Spectrum? The type that will keep you in pocket money for the rest of your life? Melbourne House have tried to make this easier for you with their High level User friendly Real time Games designer more lovingly known as *HURG*

HURG is totally menu driven Melbourne House describe this as being like a menu in a restaurant with different parts for food and drink When you ask for food the menu listing the meals is brought For example if you choose ice cream then the list giving the different types available is presented

Unfortunately this means that *HURG* isn t as simple to use as Melbourne House would have us believe Not only do you have to choose the type of ice cream you want you must then go on to choose what size it should be and then go on to choose the sauce

As you ve probably decided for yourself all these menus do tend to lead to a bad case of Help I m lost or Which menu do I choose now?

To be fair to Melbourne House they've tried to make it easy to use all commands can be entered by using either the up down left right and fire keys or the joystick

Three example games are included on the reverse side of the *HURG* tape None of the games will hold your attention for more than a couple of minutes but they may give you an idea of how to go about designing your own games Incidentally if you ever wondered what a drunken blue koala looks like try playing *Manic Koala*

HURG allows you to design characters of a size up to 4 × 2 character squares This means that you can have quite detailed alien/player graphics It also allows you to link together a number of these sprites giving you the animation that your character may require

For a program that is supposed to help you to design games there is one very big omission – sound *HURG* offers no sound facilities at all to the user, but if you happen to like nice quiet games this won t worry you will it?

HURG tries to offer the user too many facilities making it difficult to use and the games can be very slow to play Given a few hours (it took me three) you should be able to get something of your own design working – but don t expect anything too wonderful

SPECTRUM • SPECTRUM

actual game the hat is flattened and Harry is an altogether more down-at-heel figure.

Harry jogs around the gardens eating the mushrooms and hoping to find the poisoned one which will reveal the whereabouts of the secret exit. Until he does he must dodge the green trees, avoid the ponds and run from the dogs.

Movement is very smooth and the graphics without being spectacular are pretty and colourful. A bonus is that if you don't want to be a male you can have a sex-change merely by turning over the tape, Lord Harry is transformed into Lady Harriet. **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

The gas flames have been replaced by sleep monsters who put you into the land of dreams at a touch.

The idea in this stage is to collect the snowman's scarf, hat, nose, eyes, buttons and smile, followed in stage three by various items of clothing and in stage four by six ice-cubes to stop him melting. Complete all four stages and you have to start again with a different maze to get used to.

You have a good choice of control keys, but it's still very hard to move around the screen as fast as you need to.

Never mind. If you buy it now you'll have all summer to practice. **CA**

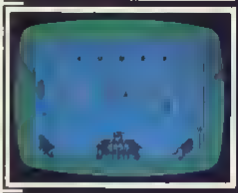
GRAPHICS	6
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	6

GAME: PINBALL WIZARD
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
SUPPLIER: CP SOFTWARE
PRICE: £5.95

This is an excellent simulation of the pinball game. The display is well-designed and colourful and ball movement is very realistic.

There are two sets of flippers and good sound effects. All that's missing is the feel of the real thing – somehow it's not the same without the big glass-topped table in front of you. **PC**

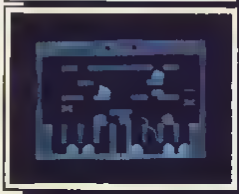
GRAPHICS	8
SOUND	8
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	7



GAME: THRUSTA
MACHINE: SPECTRUM 16/48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: SOFTWARE PROJECTS
PRICE: £5.95

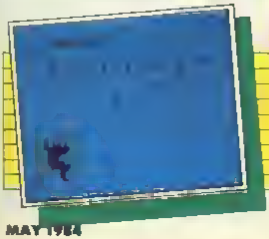
Great fun this one. You push boulders off ledges to squash nasty aliens which keep hatching out down below. You also fire at alien 'guards' and dodge around like the clappers. Nice animation and several different screens of action make *Thrusta* a game that offers just a bit more than the competition. **CA**

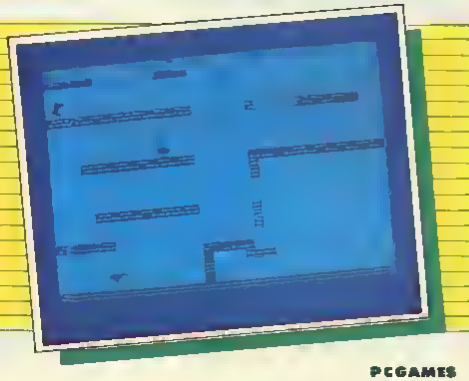
GRAPHICS	2
SOUND	4
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8



It's a shame that *HURG* doesn't live up to expectations. **SNC**

GRAPHICS	USER-DEFINED
SOUND	NONE
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5





Willy Ryan

MONTH • GAME OF THE MONTH

GAME: JET SET WILLY
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: SOFTWARE PROJECTS
PRICE: £5 95

Ever since the Spectrum classic *Manic Miner* took the nation by storm excitement has been mounting over the promised follow up It took ages to come But it s here at last And it s sensational

Jet Set Willy doesn t simply offer more of Miner Willy s whacky exploits it brings an entirely new game idea to Britain s micros

Just suppose that after gaining fabulous wealth from his mine Miner Willy decides to build himself a fabulous seaside mansion featuring no less than 60 rooms and other locations

Suppose that each of these locations was a kind of obstacle course filling the entire screen and featuring platforms swinging ropes conveyor belts and a large number of bizarre creatures to be avoided at all costs

And just suppose that Willy has to move round this mansion collecting objects from each room

Yes you guessed That s the scenario of *Jet Set Willy*

The game starts with Willy in the bath after a mad party You re told that all he wants to do is go to bed But there barring the way to the bed stands Willy s housekeeper Maria

What a vast and marvellous creature she is She stands there tapping her foot and if Willy moves toward her she raises one arm in a gesture whose meaning is unmistakable You may not pass Why not? Because the mansion is in a mess after the party

So before Willy can get to bed he must go round the entire place collecting all

GAMES EXPERT? NOT ME!

You may not believe this, but *Jet Set Willy*'s 18-year-old programmer Matthew Smith has never come anywhere near collecting all the game's objects Mind you, he's never been through all 20 screens in *Manic Miner* either 'The furthest I ever got was screen 12,' he told PCG 'I program games I don't play them'

Jet Set Willy was a marathon effort While *Manic Miner* was completed in two months its follow-up took more than six months to program

'I was working about 12 hours a day, starting at 3pm Sometimes I'd still be programming at 6am Towards the end it was getting a bit of a chore there was just so much to get in'

Matthew believes that the merging of arcade action into adventure type plots is bound to continue and already he s planned a third chapter in the Miner Willy saga called *Miner Willy Meets The Tax Man* He intends it to have a mind-boggling 250 different screens

But meanwhile, with massive sales of *Jet Set Willy* guaranteed Matthew is no doubt preparing for his own encounter with the Inland Revenue

the dirty glasses and other objects littering the rooms Off he sets on a task which turns out to be rather a lot to expect from a chap suffering a hangover

The major criticism of *Manic Miner* was that despite its 20 different fun packed screens of action you could get frustrated by having to work through the screens in the same order each time You would reach a new screen rapidly lose your lives and then have to spend

20 [illegible] *Jet Set Will* [illegible] can take the [illegible] like Most [illegible] different entrance [illegible] into and out of [illegible] sarily risking your life to collect the objects it contains

Of course all the objects have to be collected in the end but you can decide in what order you collect them There is one exception to this caused by a program bug Entering the attic will make it fatal for you to try to enter certain other locations You can still complete the game by rescuing the attic until last – but it remains a significant blemish which Software Projects must correct as soon as possible

I was able to find 50 of the 60 rooms without too much difficulty and they re linked to each other in a logical way which makes it possible (indeed essential) to draw a map of the mansion

Another feature which makes the game superior to *Manic Miner* is that the action in each location is not necessarily self contained

For example there is an object in a location called the Banyan Tree which seems impossible to reach until you realise that to get it you must use a different entrance By looking at the map of the house which you've been drawing you can see that the entrance must be reached through the ceiling of the West Kitchen

Sure enough the West Kitchen does have a platform from which you could leap through the ceiling but it's impossible to reach To do so you have to go first to the Main Kitchen And so it goes on

In fact what programmer Matthew Smith has done is to produce the first game which combines the zany action of the platter [illegible] with the complex

ity a[illegible]

When you take a walk through the mansion he's created you'll see why it's been months in the making Not all of the 60 locations have the same complexity as the screens of *Manic Miner* but the place is astonishing nonetheless

Moving downstairs and east you will come across a ballroom hall front door

security guard drive a mega tree bridge and eventually an off licence To the west lie kitchens a cold store a tool shed and eventually a beach and yacht Elsewhere in the mansion you will find a swimming pool wine cellar attic chapel and a series of roofs and battlements

The action on the battlements is a take off of the game *Hunchback* complete with guards armed with spears

flying [illegible] swinging ropes Buy *Jet Set Willy* [illegible] you get *Hunchback* thrown in for nothing!

Special mention must be made of these ropes which also appear in several other locations They swing in the most realistic way you've ever seen and as well as jumping on and off them you can also climb up and down

Incidentally all of Willy's stupendous daredevil feats are achieved with the use of just three control keys – left right and jump No knotted fingers here

In order to fit the program into 48K the same creatures appear in several different locations But they are still a remarkable collection including chefs with waggling knives rolling eggs birds grimacing faces scorpions rotating razor blades and a vacuum cleaner

With this crew protecting the various objects it's not surprising that Software Projects are offering a large amount of champagne and a helicopter encounter with Matthew to the first person who can collect them all and retire Willy to bed

And in view of the huge piracy problem it's also not surprising that they've included a clever protection scheme in which you have to enter a colour code off a card before you can start the game The idea is that it's harder to copy the card than to copy the program but it's easy to imagine people buying the game losing the card and getting very very annoyed

That's a risk you'll have to take because this game is one you simply can't afford to miss Enter Willy's mansion And begin the whackiest craziest adventure of your life CA

GRAPHICS	9
SOUND	7
ORIGINALITY	10
LASTING INTEREST	10
OVERALL	10

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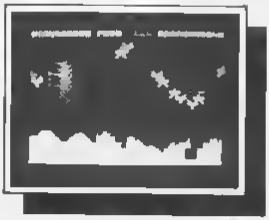
GAME: CHOPPER X-1
MACHINE: SPECTRUM 16/48K
JOYSTICK: OPTIONAL
SUPPLIER: K&R SOFTWARE
PRICE: £5 50



GRAPHICS	5
SOUND	7
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	3

Fasten your safety belts for yet another Spectrum shoot em-up

This time you re on board a helicopter piloted against waves of Spinad Spore and Fusa which look respectively like waggling scissors red boxes and blue octopuses

You can move your machine up or down as it moves slowly across a boring green landscape But you ll need one finger constantly on the fire button

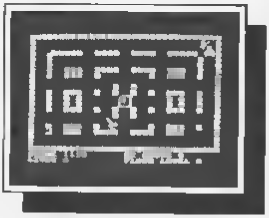
The Spinad which are the most numerous bounce diagonally toward you in large numbers

Meanwhile the occasional Fusa which floats down screen must be destroyed before reaching the ground or it will mutate into Spores which attack you from behind

As a last resort you can use one of your two smart bombs to obliterate everything on screen But you have only two

The sound is surprisingly good for the Spectrum and all in all this is a reasonable game for 16K **CA**

GAME: HOUSE OF THE LIVING DEAD
MACHINE: SPECTRUM 48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: PHIPPS ASSOCIATES
PRICE: £5 95



GRAPHICS	5
SOUND	7
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

The House of the Living Dead is cut off from the outside world by swamp and woods but the game turns out to be just another maze chase The object is to collect four parts of a cross each at a corner of a storey of the house

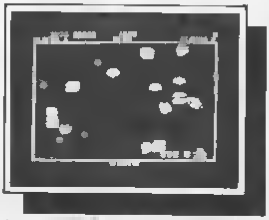
Take each part in turn to the centre of the floor avoiding evil creatures such as bats skeletons and moving hands As soon as the cross is assembled its divine power destroys the nasties and you graduate to the next floor

On the first floor there s just one nasty on the second two etc

House of the Living Dead has clear graphics and eerie sound effects The idea however could have been developed further – for example a variety of floorplans instead of one

The scoring system works strangely as well more points being given the longer you stay on the floor A decreasing time bonus would have encouraged speed and increased the challenge **LA**

GAME: DUSTMAN
MACHINE: SPECTRUM 48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: TIMESCAPE
PRICE: £5 90



GRAPHICS	8
SOUND	5
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	7

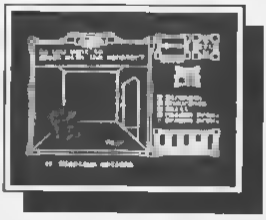
The characters have changed but otherwise this game is almost identical to Timescape s *Wild West Hero*

Mind you both games are excellent versions of the arcade classic *Robotron* They include the handy feature of automatic firing in whatever direction you re moving – so you can concentrate on the movement

You are granted a large number of lives which [illegible] just as well because the action is horribly fast Your dustman is overwhelmed by a screenful of rapidly changing objects ranging from wobbling joysticks to scissors to hi-fi racks depending on what level you re on

By obliterating certain fixed objects you can get the Bin-liner s Friend to appear Touching him takes you up a level The objects are small but their motion is beautifully smooth The only disappointment is that the action is basically the same at every stage **CA**

GAME: DRAGONSBANE
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: QUICKSILVA
PRICE: £6 95



GRAPHICS	2
SOUND	2
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	2

This game is best described as Adventure by Multiple Choice Your best choice is to steer well clear

The scenario is familiar You're wandering through the halls of a monster-infested castle in a bid to rescue Princess Paula

You re shown a picture of each hall (all almost identical) together with a monster if one is present

There is no movement, no arcade action And unlike a text adventure you cannot suggest your own course of action Instead you are presented with a set number of choices e g fight or run

Fighting will result in a written running commentary appearing which details the fight s progress and may end with the monster's death or you feeling very weak The trouble with this kind of program is that it is completely devoid of atmosphere and variety The choices forced upon you reduce the adventure to a banal affair more in keeping with a Chemistry O level **CA**

TRUM • SPECTRUM • S

NAME: WAR 70
MACHINE: SPECTRUM 48K
JOYSTICK: NO
SUPPLIER: CCS
PRICE: £5 95

Another in the series of Cases Computer Simulations *War 70* is a two player game set in the Napoleonic Wars and is written by M Wheeler

The cassette inlay boasts that this game received the second prize in the 1983 Cambridge Awards and I must say that this was well deserved

The program explains that the year is 1810 the place is Central Europe and England and France are about to go to war over an alleged territorial infringement Each country has 1 500 troops comprising line infantry cavalry artillery and light infantry

To win the war it is necessary to capture your opponent s capital city You achieve this by occupying it for three successive days

A map of the campaign area is drawn on screen and is displayed until the opposing forces actually meet Strategy consists of deciding which of your troops to move (you have nine groups in your army) and play alternates between the two players with the border colour

GAME: FRED
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: QUICKSILVA
PRICE: £6 95

You d hardly expect the explorer of an ancient maze of tombs to be called Fred, but make no mistake this chap's a hero

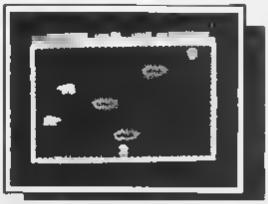
Surrounded by ghosts rats acid drips mummies and chameleons he has to fight his way out of the maze and pick up treasure at the same time Makes *Raiders of the Lost Ark* look like a family picnic

He may not forgive me for saying so but the nicest thing about Fred is the way he moves He spends a great deal of his time climbing up and down ropes and this he accomplishes in great style

His leaps too are very athletic dune with arms and legs outstretched He needs to do this to avoid the rats who otherwise like all the other nasties will deplete his power reserves

Ghosts and mummies on the other hand must be shot or fled from acid drips must be dodged with careful timing and chameleons avoided by taking care which way he faces while climbing ropes

As you control Fred s movements you can see only a small part of the total



NAME: ESKIMO EDDIE
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: OCEAN
PRICE: £5 90

This is a two part game of which the second is a reasonable version of *Pengy* (slide ice blocks to crush snow-bees) The first is a simple affair in which you have to dodge a couple of polar bears Unfortunately every time you lose out on part two you have to go through part one again **CA**

GRAPHICS	5
SOUND	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4

NAME: THE GUARDIAN
MACHINE: SPECTRUM 48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: PSS
PRICE: £5 95

A bit of a strange game this one You control the movement of your craft (the Guardian of the title) around the outside of a square shaped grid This has a smaller square inset towards the bottom of the grid

From this radiate lines that divide the grid into sectors of different sizes You always stay on the outside edge of this area and any one of the sectors may produce enemy vessels which hurtle towards you kamikaze style

These are divided into Trackers (worth 50 points) anti mines Swirls and Snarks (10 points each) and just to make things more difficult the Swirls and Snarks are not shown

Every so often you are faced with a meteor shower the successful avoidance of which needs quick reflexes but will score you a bonus of 1 000 points

As an ultimate weapon any key on the bottom row of the keyboard between B and Space acts as a star smasher and will obliterate any of your enemies that are on the grid at the time

PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: CODENAME MAT
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
SUPPLIER: MICROMEGA
PRICE: £6 95

Here at last is a game offering convincing 3D space action on the Spectrum But be warned It s very difficult

As ever the Earth is under attack by aliens For decades the Myuns have sought to dominate the Solar System and mankind has had to put its hope in one last project Codename MAT (Mission Alien Termination)

A revolutionary space craft the USS Centurion has been built Piloting the craft in battle is beyond any normal human therefore the combined tactical skills of all the planetary leaders in the Solar System [illegible] and technology [illegible] MAT

[illegible] six different [illegible] prizes [illegible] which the [illegible] the [illegible] and [illegible] practice

You are also given [illegible] three game levels Micromega call level one a practice level but even this will challenge the most dedicated arcade addict Within each game level you get a choice of game type Commander is where you control the deployment of planetary defence fleets yourself and Pilot mode gives control of these fleets to the computer

Your mission takes place in full 3D style If you are unlucky enough to have an encounter with an alien fleet they will swoop towards you with lasers blazing, rapidly getting larger as they [illegible] Your [illegible] These [illegible] only to [illegible] from behind [illegible] to track the [illegible] concentrate on getting [illegible] your sights

At some [illegible] in the game you will no doubt be damaged or need more energy Repairs to your craft are carried out by docking with a planet or satellite All of the planets look different In fact when you achieve orbit around Earth you can see all of the continents below you

You travel around the galaxy by means of the warp drive To warp you first have to decide which area you want to move to and place your warp cursor there then turn on your warp drive and you re off

To reach the sector you requested you have to keep a diamond within your

SPECTRUM • SPECTRUM

indicating whose turn it is

If a group moves into a location occupied by the enemy, 'contact' occurs and play switches to a map of the battlefield

There are various rules governing the movements of various sections of each army And because each game may take a long time to complete the current situation may be saved on tape at any time

Lack of space precludes any detailed analysis of *War 70* but I found it challenging and absorbing – and certainly infinitely more interesting than most of the arcade clones SM

GRAPHICS	7
SOUND	4
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	7

maze and unless you find a map must simply guess at the right path to take Even if you don't find the exit, you may come across treasure which will prolong your life and grant you points if you can escape with it

The maze is different every time you play and if you do escape you get a new one with more nasties

One nice feature is that a single key is used for Up and Jump This greatly aids control

All in all *Fred* is a delightful game and a delightful chap Well worth a trip to the tombs to meet him CA

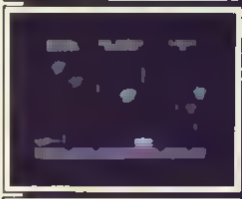
GRAPHICS	8
SOUND	7
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7

GAME: MOON BUGGY
MACHINE: SPECTRUM 16/48K
JOYSTICK: KEMPSTON OPTIONAL
SUPPLIER: VISIONS
PRICE: £6 95

Nothing like Ultimate's *Lunar Jetman* Simply another shoot- em up in which you get your buggy to fire simultaneously at missiles on either side of you and aliens about you And you escape trouble by making it leap over craters Good choice of control keys

Not at all bad for 16K. CA

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5



Use of this needs to be regulated carefully – you have only two star smashers but these are recharged after each successful avoidance of a meteor shower

The graphics are no more than adequate, and sound is limited to a fairly standard range of 'space laser' noises

The action certainly gets fast enough and avoiding the meteors is made all the harder by the relatively large size of your vessel in comparison to the meteors

But, all in all I found this a disappointment and I can t see *The Guardian* becoming a well used tape SM

GRAPHICS	5
SOUND	3
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	4

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

sights This isn t easy and unfortunately you usually end up nowhere near your target

MAT appears to be based on the Atari classic *Star Raiders* It is not a game for loading into your computer for a few minutes fun You have to be willing to spend quite a long time playing it

If you re the type of person who doesn t like a lot of control keys then you may find *MAT* too difficult On the other hand any time spent getting used to them will lead to some very long and exciting games SNC

GRAPHICS	9
SOUND	7
ORIGINALITY	5
LASTING INTEREST	9
OVERALL	9

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NEW

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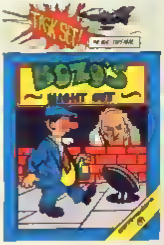

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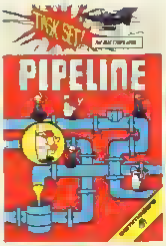
Keep the pipeline open Foreman Fred and Plumber Pete have their work cut out The evil ladderman drops metal wedges to plug the pipeline - and only Pete can fix em Pete trusts Fred to defend him against the six legged Venusian pipe spiders and the hard case lobster while he knocks out the plugs and restores the flow Full accompanying music and effects options and hi score table



JAMMIN'

Unlike anything else a totally musical game yet highly colourful Guide Rankin Rodney through the top 20 mazes - each with an interactive rock sound track Gather the instruments and make a band but watch out for bum-notes discord and that most deadly effect - distortion If you ve never heard the full music capabilities of the 64 grab an instrument and join the band

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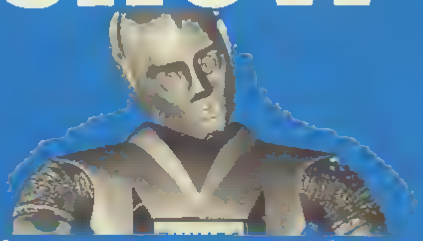

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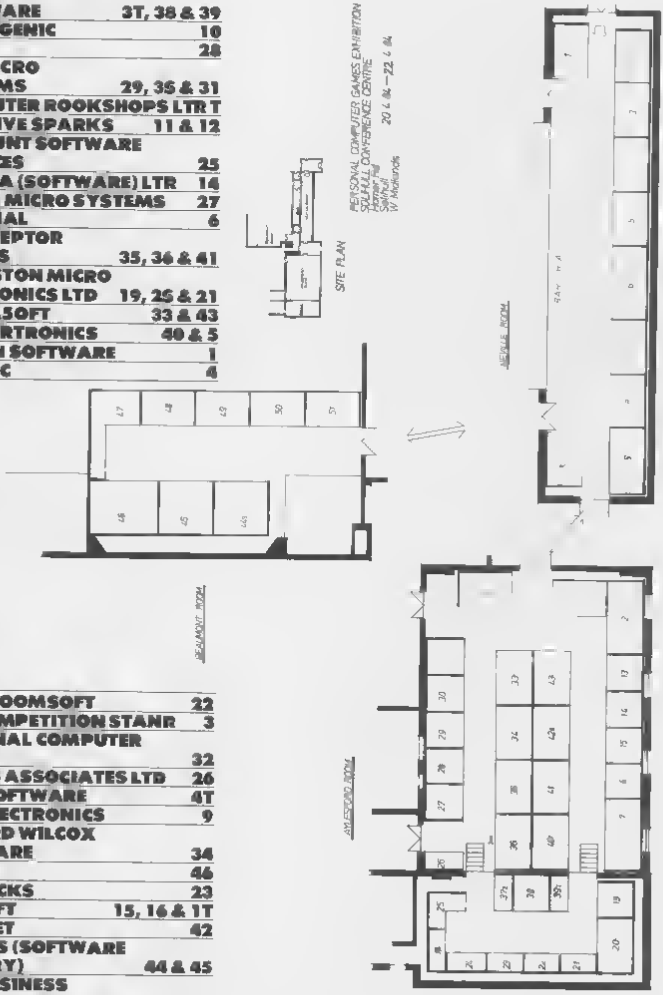

RED ALERT! RED ALERT!

PCG EASTER SHOW BLASTS OFF APRIL 20-22

ATTENTION ALL GAMESTERS! This is your computer speaking fasten your safety belts and prepare for take-off Destination – Solihull Event – the biggest games software show on Earth, known to mankind as THE PCG EASTER SHOW

Yes! It's true! Three whole days packed with competitions, free software, unbelievable prizes, and games, games, games, and MORE games! The latest and the greatest will all be there You simply can't afford to miss it

Dozens of major software houses will be on hand with games to fire your imagination and set your fingers twitching And if THAT S not enough for you the Music Marathon broadcast live on Radio One will be bursting on to the stage under the same roof

That means all your favourite music presented by DJs Mike Reid Peter Powell and the rest of the Radio One crew, plus many of today s best known music celebrities in attendance

Now stand by for a more detailed report from our long range temporal scanners

First the competitions Sponsored by Atari and Ultimate these will give you the chance to win some fabulous prizes on each of the three days of the show Atari will be offering an Atari 600XL and two joysticks to the highest score of the day on *Pole Position* If you win you also get a free copy of the game to play at home

As we go to press Ultimate was still finalizing the details of its competition but this company produces some of the best software on the market and they ll be giving away fantastic prizes plus of course the chance to try your hand at beating the best scores on some of their greatest games

However you intend to get to the show (and it s easily accessible by road rail and air) you can be sure not to lose your way Just to make sure that the balloon really goes up Vision Software are launching a 20 foot jumbo balloon to fly above the building

If you come by car there ll be plenty of room to park Not inside the building though – that space will already be taken by a gleaming Formula Ford racing car courtesy of Alligata Software

Once you ve arrived you ll be welcomed by the PCG Droid, a metal marvel with a mind of his own Have a chat with him on the way in by all means but don t offer him a drink unless you happen to have a pint of oil handy

If you re early the fun starts before you ve even entered the hall The first 100 visitors to arrive carrying a copy of PCG will receive a FREE software cassette from Bug Byte producers of great games for a large range of machines

This offer will be repeated on each of the three days of the show so that means 300 lucky people will have saved up to £9 50 before they ve even got through the doors!

If getting some of the best software bargains around isn t enough for you then we've got something even more special lined up – the chance to enter

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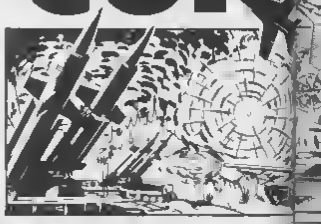

Every once in a while, an event comes along which every gameplayer in the country should know about. *The Final Conflict*, being launched at the PCG Easter Show is such an event By filling in the form on this page you can take part in a national computer game, the like of which has not been seen before. You will join the ruling council of one of four great powers seeking domination of the planet Helix, each council being made up of hundreds of people

Each month you will study the progress of the conflict as detailed in this magazine and then post your vote stating what action you believe your power should take Apart from the postage it will cost you NOTHING to play what promises to be the game of the decade

The results of each turn will be calculated by our battle computer and members who show the greatest skill will achieve great power and fame

The Final Conflict has a completely original method for allowing a huge number of people to take part in a single game

Because only four teams are in competition with each other progress should be easy to follow unlike those mass games in which each player is a separate power to be reckoned with

The Final Conflict No, it's not an argument over software piracy, it s an entirely new game to be played by thousands of people across the country SIMULTANEOUSLY Full details on the opposite page This is your opportunity to conquer a planet – don t miss it!

Throughout the show we'll be keeping tabs on the performance of the best selling programs and compiling special Top Twenty charts for the occasion We ll also be running our own quiz

ew game in which thousands can take part

Yet there is huge scope in *The Final Conflict* for individuals to play a decisive role This is because of the way the voting system works At the start of the game all players have the same voting strength

But those who submit the most intelligent moves will dramatically increase their power in future turns

Each month we'll be printing the names of the most powerful warlords

The Final Conflict has been programmed by Britain s foremost designer of computer-moderated games, **Mike Singleton** He views it as his most exciting creation to date 'It's a better game than *Risk*, *Diplomacy* and *Apocalypse* combined '

Mike is right This game will be big and the time to join is now All you have to do is to complete the entry form on this page and send it to us together with a stamped self-addressed envelope

We will then send you a full copy of the rules together with your exclusive membership number – which you will need to submit your vote each month The opening position and the first voting form will be printed in the next issue so write away right away

Alternatively you can join at the PCG Easter Show where the game s opening position will be on display

How the game works

Each of the four powers controls a certain number of the planet Helix s 32 countries The aim of the conflict is to capture more countries – any power which gains control of 16 has won

A map will be printed each month in PCG showing which countries are controlled by which power and all the other necessary information Each player must then decide what action should be taken by each of the countries controlled by his (or her) power The options open on this page are shown in the box

Using a voting form that will be printed in the magazine each player will enter his recommendation for what each of his power s countries should do and post it to us Taking one power at a time our computer will tot up the votes to work out the power s actual moves Its move for each country will simply be the one which gets the most votes

After all four power s moves have been worked out the computer will use the detailed rules to calculate what effect the moves on the conflict A new map will then be drawn and printed in the next issue of PCG

But a key feature is that having worked out the power s moves the computer will then go back and study each individual s votes to see what would have happened if his power had actually carried out the moves he suggested After each vote the ten players in each power who submitted the moves that would have been most successful will gain extra votes

So if you can predict what moves the other powers are likely to make and come up with a shrewd counter strategy you can quickly become an extremely powerful council member (and achieve great fame in the pages of PCG!)

The Final Conflict

Four super powers at war	Build army
The Union of Golathic States	Build missile
The Rorkian Federation	Build missile shelter
The Commune of Margrand	Attack a country with armies
The Lorkonist Dominion	Reinforce neighbour
Each country the power controls can	Supply neighbour
Build factory	The capture of 16 countries wins the battle

Entry form

Yes, I want to join the Final Conflict.

Name ..... Age .....

Address .....

.....

You MUST enclose a stamped self-addressed envelope with this form. Post it to The Final Conflict, Personal Computer Games, 62 Oxford Street, London W1A 2HG

SUPERSTARS COMPETE FOR CHARITY

in conjunction with the Music Marathon, using a **Currah** speech unit to ask the questions and giving you the chance to win some great prizes

So if you want to take part in the games event of the year rub shoulders with a whole host of music celebrities and snap up some of the best software bargains around then strap yourself in select Warp Factor 9 and point your starship towards Solihull and the PCG Easter Show See you there!

Throughout the show we ll be giving rock celebrities the chance to run for their money – literally

The main aim of the Radio One Music Marathon is to raise money for charity PCG have arranged with Atari for a special competition to be held between music biz personalities at the show

The superstars will have to race each other to the finishing line in Atari s stunning game *Pole Position* Atari will be making a donation to charity according to the highest score achieved during play

Romik Software have very generously offered to donate £1 00 to charity for every tape they sell and PCG will be asking all entrants to the competitions to make a donation of 10p

Every penny collected will be given directly to the Nordoff Robbins Music Therapy Centre a charity that specializes in using music to help the mentally handicapped We ll be announcing each day how much you've given to help this deserving cause

Fly the world's deadliest mission!

BLACK HAWK

Black Hawk is the world's deadliest aircraft, but this is the world's deadliest mission.

A strategically vital but vulnerable group of islands are under enemy control and you must liberate them.

Your target is the enemy's main airfield, heavily defended by missiles, gunships and anti-aircraft guns.

Although the speed and firepower of Black Hawk are unmatched, they alone cannot help you win through. On each a mission, strategic skill is the ultimate weapon.

Your on-board computer, with its quiet attack and defence screens, will assist you in increasing your strategic loss factor (St.F) and achieving the mission objective. You also have an 8 page scenario to guide you through more than 30 missions.

Black Hawk is one of the most advanced games of action and strategy written for the Commodore 64. You will find it in all major software retailers.

£7·95

FOR COMMODORE 64

CREATIVE SPARKS

Here's the low-down on who and what will be there

WHAT'S ON AND WHERE TO GO

ADDICTIVE GAMES

ROOM: AYLESFORD
STAND: 13
CONTACT: NAOMI WYLDE

'*Football Manager* is far and away the most popular football game on home micros – and we'll be presenting new versions, including one designed for the BBC Micro

● **Addictive Games, 7A Richmond Hill, Bournemouth, Dorset BH2 6HE. Tel (0202) 296404**

ALLIGATA SOFTWARE

ROOM: BEAUMONT
STAND: 50, 51
CONTACT: NICK WEBSTER

'Our exciting new programs for the BBC Model B Electron and Commodore 64 are being launched for the first time We have already established a strong reputation for high quality games and home/business utilities Features of our games are the application of fast action machine coding, top-quality graphics and imaginative sound effects These features have been continued with the new range of programs now being launched And featured on the stand will be the Formula Ford Alligata racing car'

● **Alligata Software Ltd, 178 West St, Sheffield S1 4ET, S Yorks. Tel (0742) 755796**

ANIROG SOFTWARE

ROOM: AYLESFORD
STAND: 37,38,39
CONTACT: LYNNE TAYLOR

'We'll be displaying our latest releases for the Commodore 64, Vic 20 and Spectrum Pride of place belonga to *Flight Path 737*, an advanced pilot trainer for the Commodore and Vic 20 with 16K expansion The arcade games, *Space Pilot, Zodiac, Cybotron* and *House of Usher* are in the usual tradition of Anirog quality graphics combine with excellent game content to satisfy the desire of the most dedicated games addict *Star Defender* and *Bongo* for the Vic 20 utilise the full potential of the expanded machine *Bongo*, with its nine screens and beautiful soft sprites must be seen to be believed *Specgraph* is a utility program for the dedicated Spectrum programmer enabling him to design up to 200 user-defined graphics at one time'

● **Anirog Software, 29 West Hill, Dartford, Kent. Tel (0322) 92518**

AUDIOGENIC

RRRM: NEVILLE
STAND: 10
CONTACT: DAVID SMITHSON

'As the leading independent supplier of software for Commodore machines, we will be using the Show to exhibit a new range of quality games Chief among these will be the game you've all heard about – the amazing *Alice in Videoland* – the program that sets new standards in games and graphics programming on the popular Commodore 64! Among the other new disk games on show for the 64 will be *Forbidden Forest* – a PCG game of the month! Look out also for *Frantic Freddie, Pegasus, Aztec Challenge* and *Slinky* Come and be amazed by the *Koala Pad* – the latest graphics tablet with amazing software that gives you all sorts of facilities for drawing onto the screen in full hi res colour and available for the 64 and other micros

● **Audiogenic, PO Box 88, Reading, Berks Tel (0734) 664646**

CDS MICROSYSTEMS

ROOM: AYLESFORD
STAND: 29,30,31
CONTACT: GILES HUNTER

'Come and see our software for the Spectrum ZX81 One and Commodore 64 including educational, arcade and adventure programs

● **CDS Microsystems, 10 Westfield Close, Dickhill, Doncaster, S Yorks DN11 9LA. Tel (0302) 744129**

COMPUTER BOOKSHOPS LTD

RRRM: NEVILLE
STAND: 7
CONTACT: SUSAN THOMAS

We are wholesale distributors of personal and home computer books representing approximately 48 publishers in the UK and US Our range of software includes games, home packages and some business software for the BBC and Spectrum computers At the Easter Show we will be launching our new book for the Memotech computer'

● **Computer Bookshops Ltd, 30 Lincoln Road Olton Birmingham Tel (021) 707 7544**

CREATIVE SPARKS

ROOM: AYLESFORD
STAND: 11,12
CONTACT: GORDON REID

'We're a brand new company with big ideas! We're showing off our first 10 quality games worldwide on a mixture of cassette and instant play cartridge for Spectrum Commodore 64 and Vic 20, and Atari We think they set new standards in presentation and playability There's something for everybody – from *Black Hawk* (the world's deadliest mission) to *Slurpy* (biggest appetite ever) If you haven't yet seen our games in the shops here's your chance to try them – and buy them We're also previewing a couple of new products not yet released and there's a lot more to come!'

● **Creative Sparks, Thomson House, 296 Farnborough Road, Farnborough, Hants. Tel (0252) 543333**

DISCOUNT SOFTWARE SUPPLIES

ROOM: AYLESFORD
STAND: 25
CONTACT: CHARLES ANTHONY

We offer probably the largest selection of top selling games software for the most popular home micros at substantial discounts Software for the Spec-

trum, Commodore 64 Vic 20 One and BBC by leading software houses such as Melbourne House Imagine, Bug-Byte, Crystal, Ultimate Visions, Llamasoft, Hewson and Richard Shepherd All prices are discounted and there are numerous special offers and special packs'

● **Discount Software Supplies, 8 Portland Road, London W11 4LA. Tel (01) 221 1473**

ENIGMA

ROOM: AYLESFORD
STAND: 14
CONTACT: KAREN WORRALL

On show will be the games software recently launched by Enigma catering mainly for the Vic 20 and CBM 64 home user, together with a range of peripherals. Although we are a new company Enigma is expanding rapidly and will offer an extensive range of games and educational software for most 'home user' micros over the coming months In fact Enigma are currently looking for freelance programmers – see us on stand 14 for further details!

● **Enigma (Software) Ltd, 208 Aigburth Rd, Liverpool L17 9PE. Tel (051) 727 8050**

FULLER MICRO SYSTEMS

ROOM: AYLESFORD
STAND: 27
CONTACT: ROY BACKHOUSE

'Over the past three years we have become the major producer of Sinclair computer add-ons an extensive range catering for every sector of the market The full range of products on display will include the FDS keyboard the FD42 keyboard, the Master Unit the Fuller Box and the Orator Plenty of stock will be held at our stand for sale to the public Our latest keyboard – the FDS – has an incredibly advanced specification, and in the short time it has been available it has established itself as the market leader The addition of the FDS to a Spectrum widens its horizons as a personal computer

● **Fuller Micro Systems, 71 Dale St, Liverpool 2 Tel (051) 709 9280**

INTERCEPTOR MICROS

ROOM: AYLESFORD
STAND: 35,36,41
CONTACT: RICHARD & JULIAN JONES

'We're the Number One UK producer of Commodore software and new products released at the show will include *Wheeling Wally goes to Rhymeland* and *Aqua-Naut* – to join existing block busters like *China Miner* and *Heroes of Kam* All our games are now available on diskette at £9 00 each, and you mustn't miss our new releases with speech – generated without extra hardware which notches up another first for Interceptor Any items purchased at the show get a £2 00 discount

● **Interceptor Micros, Lindon House The Green, Tadley, Hampshire Tel (07356) 71145**

KEMPSTON MICRO ELECTRONICS LTD

ROOM: AYLESFORD
STAND: 19,20,21
CONTACT: AB PANDAAL

We'll be launching two brand new Competition Pro Joysticks Designated the Pro 1000 and Pro 3000, the two new joysticks join the best-selling Pro 5000 Together the three products will reinforce Kempston's position as the leading supplier of quality joysticks in the UK. All three joysticks in the Kempston range can be used with the Kempston Joystick Interface for connection to the Sinclair ZX Spectrum computer The joysticks operate directly with computers in the Commodore and Atari ranges

● **Kempston Micro Electronics, Unit 30, Singer Way Woburn Road, Kempston, Bedfordshire MK42 7AF Tel (0234) 856633**

LLAMASOFT

ROOM: AYLESFORD
STAND: 33,43
CONTACT: HAZEL MINTER

We shall be exhibiting our usual range of quality software for Vic 20 and Commodore 64 and also hope to show our latest C64 game *Sheep in Space* in which the player controls an Interstellar Spacesheep If you are not already familiar with our unique style of games design come along to stand 33 and meet some Mutant Camels Space Sheep and the Metagalactic Llamas

● **Llamasoft, 49 Mount Pleasant, Tadley Hampshire RG26 6BN Tel. (07356) 4478**

MICRO C

ROOM: NEVILLE
STAND: 4
CONTACT: MIKE GRIFFIN

We shall be selling a wide variety of the most popular Atari games at specially discounted prices – don't miss us on stand 4

● **Micro C, 653 London Road High Wycombe, Bucks. Tel (0494) 40262**

MUSHROOMSOFT

ROOM: AYLESFORD
STAND: 22
CONTACT: MIKE BARRETT

We will be exhibiting a range of software for the Spectrum *Bigtime* is a humourous adventure game set in the music industry Take your rock band around the country and make enough money to get into a recording studio and make the *Bigtime*! There are many setbacks including an accident-prone roadie called Cedric *Cruise On* features arcade action collect and protect your cruise missiles against enemy attacks, spacecraft, CND supporters and Cedric – three great games in one Finally *Cubeworld* is a bit of intellectual fun – complete a six-sided crossword puzzle to enter a free competition (excellent value at just £2 99) To top all this Cedric and friends entertain!!

● **Mushroomsoft, 13 Harnorlen Rd, Peverell, Plymouth PL2 3NU Tel (0752) 362985**

PCG COMPETITION STAND

ROOM: NEVILLE
STAND: 1,2
CONTACT: STUART COOKE

Atari and Ultimate challenge you to take your games playing skills to the limit on the very latest software releases. Pit your wits against the best games players in the country with a chance to win a range of exciting prizes Atari present their latest launch *Pole Position* to the highest score of the day

● **Personal Computer Games, Evelyn House, 62 Oxford St, London W1A 2HG. Tel: (01) 323 3211**

PERSONAL COMPUTER GAMES

ROOM: BEAUMONT
STAND: 32
CONTACT: CHRIS ANDERSON

'*Personal Computer Games* – the complete guide to micro entertainment and sponsors of the *Personal Computer Games Easter Show* – offer you the chance to control destiny in *The Final Conflict* Become a member of the PCG Club and you can decide the outcome of this exciting new game You'll also be

Not for the faint of heart

TOWER OF EVIL

There are more than 40 rooms in the maze-like Tower of Evil. Throughout the Tower is scattered the stolen treasure of King Salimos, which Andros must retrieve and place in the sacred chest at the top of the Tower.

To collect the treasure, Andros must travel from room to room, duelling with the Demi-Clones, wrestling with the Baphonets. To defend himself, Andros can throw fireballs from his fingertips, but even this skill cannot help him negotiate the dreaded Fire Pits, which must be leaped in a single bound.

Tower of Evil is for experts only. We guarantee you hours of enthralling, fast action play.

You should find Tower of Evil, with a free poster offer, at any major software retailer.

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FOR SPECTRUM 48K

(Vic-20 version also available)

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GUNSMOKE

the movement [illegible] the door you'll the warning so [illegible] At the speed of light [illegible] floor window... [illegible]
£7.95 CASSETTE [illegible]

[illegible] ALLEY

[illegible] ACTION SOUNDEFF[illegible] BEAUTIFUL [illegible] CASSETTE [illegible] DISK

[illegible] ACTION EXPLOSIVE SOUND EFFECTS BBC MODEL B £7.95 CASSETTE £11.95 DISK

[illegible] tors, Mul[illegible] Group Inquiries in[illegible]

[illegible] le from WH Smith, HMV [illegible] Spectrum Shops and over 500 retail outlets in the U[illegible]

[illegible] was on escape, he had to [illegible] and bet on his ability grabbed the normal controls and with [illegible] desk game... EXCELLENT SOUND REYBOARD OR JOYSTICK, BBC MODEL A [illegible] AVAILABLE ON ACORN ELECTRON CASSETTE FOR £7.95

EAGLES WING

he glanced at his fuel [illegible] time. He had to swing round through the [illegible] be knew in two minutes the game would be over [illegible] GRAPHICS, REALISTIC COMBAT SUPERB CONDITIONS, BBC MODEL B £7.95 CASSETTE, £11.95 DISK.

Spudds & Spirits

perhaps, very steadily the [illegible] slithering down the [illegible] as the giant yellow drink [illegible] SOUND EFFECTS EXCELLENT GRAPHICS, BBC [illegible] £7.95 CASSETTE £11.95 DISK.

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able to buy back issues of your favourite magazine T-shirts balloons bags and badges and there ll be lots of chances for you to win super prizes in a lucky draw All this and our very own PCG Droid too! – he ll show you the way to the *Personal Computer Games* stand, and all the fun at the show!"

● **Personal Computer Games, Evelyn House, 62 Oxford St, London W1A 2HG Tel (01) 323 3211**

R&R SOFTWARE LTD

ROOM: BEAUMONT
STAND: 47
CONTACT: TIM MINCHIN

We are manufacturers of quality soft ware for Spectrum 16K and 48K, ZX81 and Oric computers Come and see our new game – *Titanic* – an exciting game of skill, management and adventure Be a deep sea diver ship s captain and businessman all in one game Other games include *Chopper X1* an exciting game for the under 10s – easy to play not easy to beat *Spectipede* will keep you on your toes and the flea will ensure you re up to scratch How about a game of golf? No don t go out, play real golf on your computer (you don t have to wear those funny trousers either!)

● **R&R Software Ltd, 5 Russell St, Gloucester GL1 1NE Tel (0452) 502819**

RAM ELECTRONICS LTD

ROOM: NEVILLE
STAND: 9
CONTACT: MRS M J SHOEBRIDGE

We'll be launching our new Turbo Spectrum Interface This unit far outper forms any other similar units on the market, and priced at £22 95 is worth every penny The unit is fully compatible with a majority of tape software and will accept all cartridge software Commodore Vic 20 RAM packs are available (at £49 95 for 32K switchable and £34 95 for 16K switchable), and the Vicsprint 2064 IEEE to centronics printer inter face is available at £49 95 (this interface fits the user port to leave the cartridge slot free) Our RAM packs carry a full two year guarantee

● **Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA. Tel (02514) 5858 or 25252**

RICHARD WILCOX SOFTWARE

ROOM: AYLESFORD
STAND: 34
CONTACT: STEVE

Blue Thunder for the 48K Spectrum is the first arcade-quality offering from Richard Wilcox Software Voted 'Game of the Month' by *Crash* magazine (April 84) it s set to become a top-selling title If you re a distributor, dealer or individual purchaser – call in and have a chat and see one of the top-selling games of '84 (*Blue Thunder* is just £5 95)

● **Richard Wilcox Software 2 Station Road, Hammerwich, Walsall. Tel (0922) 611214**

ROMIK

ROOM: BEAUMONT
STAND: 46
CONTACT: BOB BARTON

'Romik will be actively backing Radio One's efforts to raise funds for the Nordoff Robins Music Therapy Centre throughout the Easter Show At least £1 will be donated for every game Romik sell at the show, firstly to purchase a complete CBM 64 system to which Romik will add their recently launched Multi Sound Synthesiser and their complete range of games for the 64 The surplus will be passed on as a straight cash donation Romik will be exhibiting software for 10 micros – CBM 64 Vic 20 BBC Electron Spectrum ZX 81, Dragon Lynx Oric and Atari Over 60 titles support this range including many new releases The Multi Sound Synthesiser for the 64 (£14 99) is bound to be a big hit For fast moving arcade games or real time graphic and text adventures there s no need to look elsewhere – our latest creations will challenge and entertain you

● **Romik, 272 Argyle Avenue, Slough SL1 4HE Tel (75) 71535**

SOFTRICKS

ROOM: AYLESBURY
STAND: 23
CONTACT: RICKY

'We ll have *Flix*, a new puzzle for the 48K Spectrum which includes the PCG and Softricks competition First prize Microvitec 14" Cub colour monitor; second prizes Trickstick and interface, third prizes *Paintbox* software Prizes will be on display

● **Softricks, 1 Rowan Place, Dundee DD3 0PH Tel (0382) 88232 or 88833**

TANSOFT LTD

ROOM: AYLESFORD
STAND: 15, 16, 17
CONTACT: PAUL KAUFMAN

'Tansoft is one of the most prominent software houses devoted to the Oric 1 and Atmos Computers This devotion is reflected in a comprehensive range of software products numbering 20 titles In addition Tansoft produces the Oric Owner magazine which is the most important publication for Oric enthusiasts The Oric Atmos and its peripherals are also available from our stand

● **Tansoft Ltd, Unit 1, The Techno Park, 645 Newmarket Road, Cambridge CB5 8PB Tel (02205) 2261 (4 lines)**

TASK SET LTD

ROOM: AYLESFORD
STAND: 42
CONTACT: ANDY WALKER

'The answer to Life the Universe and Everything being 42 – that s where you ll find us Call into the stand and the Task Set Development Team will happily answer questions and demonstrate the five Commodore games on show Whether you re an old or new customer bring the show issue of PCG – with our advertisement in it – and use your £1 00 discount voucher against any of our products on display

● **Task Set Ltd, 13 High Street, Bridlington, Yorkshire YO16 4PR Tel (0262) 73798**

VISIONS SOFTWARE FACTORY LTD

ROOM: BEAUMONT
STAND: 44, 45
CONTACT: T KAUFFER/SUSIE QUINN

We ll be exhibiting our current range of software, which is available on a range of different micro computers

● **Visions Software Factory Ltd, 1 Felgate Mews, Studland Street, London W6 Tel (01) 748 7478**

VULCAN ELECTRONICS

ROOM: NEVILLE
STAND: 8
CONTACT: KEVIN PICKERING

'Vulcan Electronics' number one distributor of joysticks and interfaces for all the leading micros is looking for you – and if you re looking for the best don't look any further than Stand 8 Whether you re a dealer or distributor or you just want to see us demonstrate our products, drop by the stand – opposite the bar! – and talk to us about how we can help you

● **Vulcan Electronics, 200 Brent Street Hendon, London NW4 1DH Tel (01) 203 6366**

SEE US ON STAND 64 AT THE P C G SHOW!

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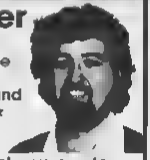
The No.1* Football Game

ZX81 16K
ZX Spectrum 48K

Football Manager

Designed by Kevin Toms



Some of the features of the game
★ Matches in 3D graphics
★ Transfer market ★ Promotion and relegation ★ FA Cup matches ★ Injury problems ★ Full league tables ★ Four Divisions

★ Pick your own team for each match ★ As many seasons as you like ★ Managerial rating ★ 7 skill levels ★ Save game facility

Addictive

* ZX81 Chart
Home Computing Weekly
1 8 83 and 1/11/83

Comments about the game from press and our customers.

FOOTBALL MANAGER is the best game have yet seen on the Spectrum and my personal favourite of all the games on any micro. It is the ordinary person's simulation of what can be done in the field of computer games. The unnerving part is the game the short sequences of match highlights which show little stick men running around [illegible] thrilling. Interesting and exciting. It is a computerised game but needs a good [illegible] game sessions of 6 hours or so, which has passed on one Rainy Sunday. [illegible] FOOTBALL MANAGER [illegible] the original or Arcade Games, certainly deserve the name [illegible]
(Sinclair User 1983)

From software stockists nationwide inc [illegible]

Dealers: Retail outlets stocks send your headed letterpaper direct to our address.

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See them on

STAND No. 10

Personal Computer GAMES

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Trashware

Next Generation products are, subsequently of their terms of trade and conditions of sale.

It's the fun game of the year – Trashman.

From the moment you sit down to play you'll be thrilled by this exciting, original, laugh a minute game.

Your job may look easy to the rest of the world, but you know the hazards – speeding cars and pavement cyclists can both shake you up. Let's face it cars can be fatal.

But if that isn't enough you've got the other problems of vicious dogs, the after effects of overeating in the transport cafe or one too many in the boozer.

Not only will you be gripped by the action you'll be amazed and amused by the high quality graphics.

With seven levels of play featuring three attempts to finish the game (assuming you are not run over by a car) Trashman will provide even the most experienced games player with a thrilling challenge. 1 or 2 player option, Hall of Fame and joystick compatibility* ensure this game has all the best arcade features.

Trashman is available **NOW** for the 48K Spectrum. Ask for it today at your local computer store!

Only £5.95

*Kempston, Sinclair Interface 2, Protek or equivalent.

New Generation Software

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This month, PCG's resident White Wizard

POWER FROM TH

REVIEWS OF THE LATEST TEXT GAMES

A picture is worth a thousand words so they say and they can go on saying it as far as I m concerned till they're blue in the face When it comes to adventures it just isn't true

By now I expect half of you are reaching for your pens with every intention of making me Wally of the Month Don t misunderstand me I m not against graphic adventures It s just that until we get home micros with decent sized memories then every picture is going to *cost* a thousand words and that means poorly described locations fewer characters fewer puzzles and less interesting games

There are some exceptions and we ll be looking at those in future issues But meanwhile you ll understand why I was so impressed with *Castle Blackstar* a new Spectrum adventure from SCR Adventures

This is a text only game that forms the first part of a series the Artemis Quests Although currently only available on the Sinclair these programs will shortly be available on other machines

Grand scale

Castle Blackstar is an adventure on a grand scale in which your objective is to locate a 'power orb' in the castle dungeons and return it to your revered Goddess On the way you have the chance to collect various treasures which will add to your score

So far nothing new Where this program really scores is in the description of its locations and the large (200 word plus) vocabulary As you explore the Castle and the caverns beneath it, you really do get a feel for the world into which you have fallen

My only quibble with SCR s program is that it doesn t allow you to quit the game and re start If you enter Quit the game crashes and you have to re-load Another minor annoyance is that the program doesn t specify which word it is having trouble with when it rejects your inputs but since the vocabulary is of a decent size this isn't too much of a disadvantage The program accepts complex commands and all words may be abbreviated to four letters plus of course the usual N S E W and so on

ard | conjures up a magical new section

THE GIANT CASTLE

Okay adventurers, this is IT Drop everything take the 'phone off the hook, lock all the doors drug the cat, and get stuck in to the first of PCG's new monthly adventure specials You name it this is where you'll find it. Gossip hints, reviews, and much much more These four pages are about to become the most sought after location in the kingdom Don't miss them!

The next game in the Artemis series *Pyramid of the Sun* should be in the shops this summer

Trilogy

Recent months also saw the launch of the first game in another text only series a trilogy this time *Mountains of Ket* from Incentive Software Ltd From the blurb supplied with the cassette you'd expect this to be something really special – A giant of an adventure program featuring Combat Interactive Beings Monetary system Unfortunately the game itself doesn't quite live up to expectations

Mountains of Ket is nicely presented on the screen with good use of boxes and colour to make the text more readable Input is in the two word verb/noun format which places a few limitations on the player especially since the vocabulary isn't that large

There are some good combat sequences and the angry reaction of passers by when you decide to kill someone is a welcome disincentive to mindless violence However the locations are very scantily described and the atmosphere of the game suffers as a result

Vivid

Spectrum owners who like their locations to be vividly described and who aren't content with *Castle Blackstar* might like to try Melbourne House's *Classic Adventure* This is a version of the program *Colossal Cave* (or just *Adventure*) the game that started it all back in the days when you used your computer to heat the room and did your calculations on a slide rule

Adventurers on most home micros have already had a crack at this classic thanks to Level 9 but Melbourne House's offering is £3 00 cheaper How does it compare?

Well it has to be admitted that the difference in price is reflected in the quality of the program However what I liked about Melbourne House's game was that it was subtly different from the original *Colossal Cave* Even if you're familiar with the older program or one of its modern versions you could find yourself in trouble in Melbourne House's version

The locations in this game are excellently described by comparison to most of today's text only programs so if you haven't already tried this game and can't afford the extra for Level 9's version then *Classic Adventure* looks like a good bet.

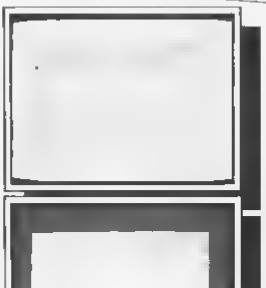
Another text-only program, recently released for the Commodore 64 also shows the influence of *Colossal Cave* in some of its locations *Island Adventure* is written by Peter Gerrard whose Exploring Adventure books are reviewed elsewhere on these pages Peter is a firm text only fan Graphics detract from an adventure he told me because everyone has their own ideas about what the locations look like

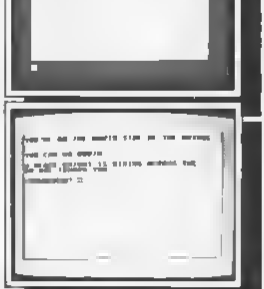
He certainly practices what he preaches in *Island Adventure* but I felt that the locations weren't sufficiently described to give the reader much idea in the first place Otherwise the game is of the standard stranded on an island get as-much-treasure-as-you-can type and if you've played *Colossal Cave* you'll find some of the puzzles easier to solve

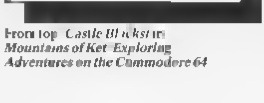
Busy

Salamander, who produce adventure programs for the Dragon BBC and Oric seem to have been very busy recently The first *Dan Diamond* trilogy is now complete and the third title *Fishy Business* is currently available By the time you read this they should have released the first program in the second trilogy *Frankhn in Wonderland* in which the intrepid detective attempts to rescue a damsel in distress Salamander tell me that reading *Alice in Wonderland* will help you solve the adventure

The *Dan Diamond* games were not able for their way of displaying information on the screen with separate boxes







From top *Castle Blackstar*, *Mountains of Ket* Exploring *Adventures on the Commodore 64*

giving information on your location input, and items carried The same lay-out is used in two other new Salamander games *Wings of War* and *The Cricklewood Incident*

Refreshing

The Cricklewood Incident is an utterly pointless game that had me howling with laughter some of the time and screaming with frustration the rest of the time Some of the humour is a little out of date (when did you last have a coffee table nailed to your head?) but like Richard Shepherd's *Urban Upstart* it makes a very refreshing change from the usual dungeons, dragons, and dwarves

Your quest (if you can call it that) in *The Cricklewood Incident* is to find the Holy Grail, having first left your padded cell where you had been put for safe keeping There are five levels of play ranging from Utter Wally to Geoff Boycott (who rates one higher than Superman) You will encounter a number of fascinating characters, including a very tiresome Hell's Angel The fight sequences are highly amusing, and although the locations are very briefly described, this game stands on its sense of humour alone

Serious stuff

There isn't much humour in *Wings of War*, the first of a two part adventure in which you are parachuted down behind enemy lines to steal some plans and escape back to good old Blighty Serious stuff here, but somehow the simple vocabulary and brief descriptions don't manage to conjure up much of an atmosphere and the challenge of the game lies more in finding things than in solving puzzles or dealing with other characters

Wings of War was a first attempt from someone new to adventure programming, and Salamander assure me the second game in the series *White Cliffs of Dover*, is a vast improvement Let's hope so

Dragon owners seem to have been spoilt for choice when it comes to adventures recently *Klartz and the Dark Forces* is another new release for that machine from Dungeon Software Described as a multi adventure it places you in a time capsule and sends you off through the ages to gather relics of the victims of the evil Klartz

I'm afraid I can't recommend this game I stumbled across the first relic almost as soon as I'd left the capsule and the small vocabulary poor error checking ('Illegal Input Please Recomputer') didn't encourage me to go much further Even so I gathered up most of the relics before quitting the program

Ah well some you win and some you win just too easily

This month I've concentrated on text only games so next issue I'll be looking at graphics adventures and replying to your letters If you want me thrown into the Bottomless Pit for being rude about your favourite game you'd better put pen to paper I'm quite prepared to cross swords with anyone on these pages so beware!

The White Wizard

Adventure Ratings

Adventures need special treatment when it comes to ratings, so we've devised a whole new system for them.

Each game will be awarded points in four different categories Complexity Atmosphere Interaction, and Value Points will range from 0 (Abysmal) to 10 (Sheer Genius)

The first category, Complexity, will be determined by the number of locations in the program and the difficulty of the tasks presented The Atmosphere rating reflects the quality of the descriptions of each location and the standard of graphics if they are provided

Points given for Interaction will be based on how large a vocabulary the program has, how helpful its responses are, and the type of inputs it can accept

Adventures accepting only two word inputs, for example, may score lower than those accepting multi-statement commands

The last category Value reflects value for money It is an overall rating of the game that takes all the above factors into account, matches them with the price of the program and its originality, and awards points accordingly Any game that scores 10 for Value belongs on your shelf. A game that scores 0? Into the waste paper basket

GAME: CASTLE BLACKSTAR £8 95
MACHINE: SPECTRUM 48K
SUPPLIER: SCR ADVENTURES

COMPLEXITY	8
ATMOSPHERE	9
INTERACTION	8
VALUE	8

GAME: MOUNTAINS OF KET £5 50
MACHINE: SPECTRUM 48K
SUPPLIER: INCENTIVE SOFTWARE

COMPLEXITY	6
ATMOSPHERE	5
INTERACTION	5
VALUE	5

GAME: CLASSIC ADVENTURE £6 95
MACHINE: SPECTRUM 48K
SUPPLIER: MELBOURNE HOUSE

COMPLEXITY	7
ATMOSPHERE	8
INTERACTION	6
VALUE	7

GAME: ISLAND ADVENTURE £7 95
MACHINE: COMMODORE 64
SUPPLIER: DUCKWORTH

COMPLEXITY	6
ATMOSPHERE	3
INTERACTION	5
VALUE	4

GAME: THE CRICKLEWOOD INCIDENT
MACHINE: DRAGON £7 95
SUPPLIER: SALAMANDER

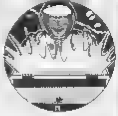
COMPLEXITY	6
ATMOSPHERE	6
INTERACTION	5
VALUE	6

GAME: WINGS OF WAR £7 95
MACHINE: DRAGON
SUPPLIER: SALAMANDER

COMPLEXITY	5
ATMOSPHERE	4
INTERACTION	3
VALUE	4

GAME: KLARTZ AND THE DARK FORCES £9 95
MACHINE: DRAGON
SUPPLIER: DUNGEON SOFTWARE

COMPLEXITY	2
ATMOSPHERE	6
INTERACTION	5
VALUE	4



Two hooks aimed at the adventure programmer

HOW TO WRITE YOUR OWN GAMES

Most adventurers will have come across the **Exploring Adventures** series by Peter Gerrard published by Duckworth There are already four books in the series for the Commodore 64 Vic 20 Spectrum and Oric 1 computers and now new editions are coming out for the BBC model B Electron and Dragon

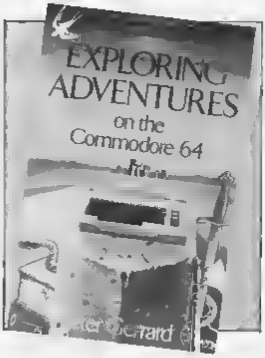
These books are essential reading for anyone interesting in writing adventure programs in Basic Each comes with no less than three complete adventure listings—*Underground Adventure Castle maze Adventure* and *Tunnel Adventure* If that wasn't enough for you the books also go through every routine used in the programs teaching you the fundamentals of adventure programming as you go along

The books are well-written in a friendly and easy to understand manner If you can't face typing in the programs then there is a tape available for some of the machines with the programs ready to load straight away

The adventures are simple verb noun text only games but are still good fun to play If you fancy something a little more ambitious you ll be pleased to know that they are bringing out a new series in the summer covering multi-character, role playing adventures and the use of machine code Definitely something to watch out for

Keith Campbell s **Book of Adventure** recently published by Melbourne House costs £5 95 (£1 00 less than the Duckworth series) but doesn t seem to offer nearly as much There are listings included for the Spectrum Commodore 64 and BBC, but only one game is provided

The sections on programming are clearly written but because the book is not machine specific a lot of space has to be wasted on conversion notes and discussions of different dialects of Basic



VERDICT—Duckworth books are hard to beat if you want to try your hand at Basic adventure programming Melbourne House's Book of Adventure is nicely produced but not such good value for money

	1	2	3	4	5	6	7	8	9	10
A	P	G	L	I	A	V	Y	E	F	L
B	L	O	U	O	T	K	E	I	T	N
C	O	G	M	G	A	L	K	A	E	S
D	I	S	T	T	S	O	L	N	E	A
E	E	R	P	C	Y	I	T	S	H	S
F	E	U	N	S	D	T	R	H	O	E
G	P	N	E	T	I	H	R	I	D	N
H	T	K	O	A	D	G	R	A	I	I
I	V	N	E	V	I	S	T	R	A	K
J	W	R	A	P	Y	O	U	T	R	I

How to use the PCG help grid...

Each month we ll be giving clues to some of the more common dilemmas faced by the intrepid adventurer during his quest for fame and fortune. The Clues are concealed in the grid printed above

To read the clues, note the code printed at the end of each problem (see below) The first part of the code is the co-ordinate of the first letter of the clue, the second part (usually a 2 a 3 or a 4) tells you which letters to read after that, A 2 after the comma would mean that you should read every second letter, a 3 indicates every third letter and soon

For example supposing the code 3B,2 appeared at the end of a problem You first find the letter on column 3 row B of the grid Then read every other letter along that row When you reach the end of a row go back to the beginning of the next row and carry on If you reach the bottom of the grid, start again at the top

Don t forget, we don't promise you solutions Sometimes all we ll do is set you on the right track – we're not going to do everything for you!

Here are this month's tricky situations.

1 How do I get past the snake in Melbourne House s *Classic Adventure*? (Clue Code 1A, 2)

2 How do I get the keys from the shed in Level 9's *Lord of Time*? (Clue Code 2A, 2)

ADVENTURE NEWS · ADVENTURE NEWS ·

Valhalla now on Commodore 64

Big news this month is that Legend s *Valhalla* is now available on the Commodore 64 Price £14 95 and disk owners should note that it is available on cassette only

Meanwhile, the long awaited successor to *Valhalla* looks to be a long time in making its appearance 'Definitely this year, promises John Peel, spokesman for Legend *Valhalla* fans should keep their fingers crossed

A three-pipe adventure

Melbourne House the company that brought you *The Hobbit* will be launching their new adventure *Sherlock Holmes* at the end of May

Paula Byrne speaking for Melbourne House said the company had cut down on the number of graphics in the game in order to have space for a more complex scenario Price and further details have yet to be announced

Operation Spectrum

MC Lothlorien are bringing out a new adventure for the 48K Spectrum entitled *Special Operations* In this wartime adventure with seven different objectives you must first interview and then select a team to accompany you on your mission

Special Operations is a graphic adventure and changes hands for £6 95 Meanwhile, Lothlorien are bringing out a new adventure for the Oric, details of which were not available at the time of going to press

Geography lesson

Virgin have just hit the shops with *The Atlas Assignment* This text-only adventure has the unusual feature of including three arcade-type games in the program Virgin say the interludes are 'loosely connected with the adventure which is otherwise text only

Set in England Switzerland and France, *Atlas Challenge* has you attempting to recover some stolen documents

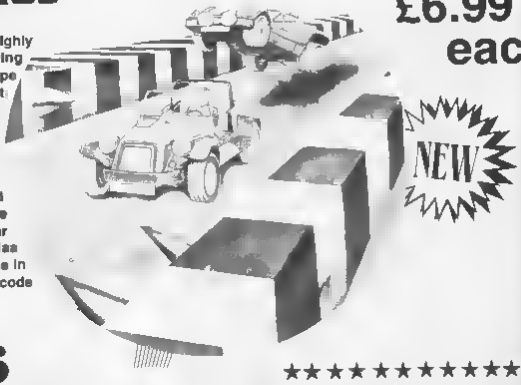
Betch'a can't play just one . . .

Flying Feathers

In this highly original game you are the gamekeeper on the lake trying to stop greedy eagles taking all the fish. Two different methods with 4 skill levels each are available for your shot gun. Specially scored music with freeze frame ability, and for the technically minded 10 sprites (yes that's right there are only 8 on the 64).
High scores kept
All machine code

Bumping Buggies

Thrills and spills is what you'll get in this highly addictive motor racing game. You'll be driving over some pretty hazardous terrain having to cope with lakes, islands, rock formations and, not least, other cars which are intent on making you crash. Luckily you can vary your speed and line and you have one ace up your sleeve – when you maintain a sufficient speed you can jump over obstacles to help you out of trouble. The track gets progressively more difficult with 20 different patterns and you have to cope with driving conditions in the four seasons of the year.
Like most bubble bus classics Bumping Buggies has its own specially scored music and is in machine code



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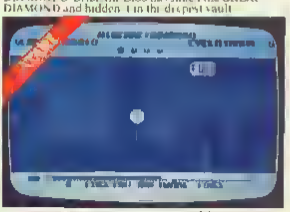

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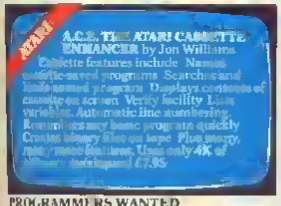

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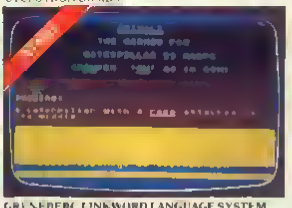

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Program written by Jon Williams

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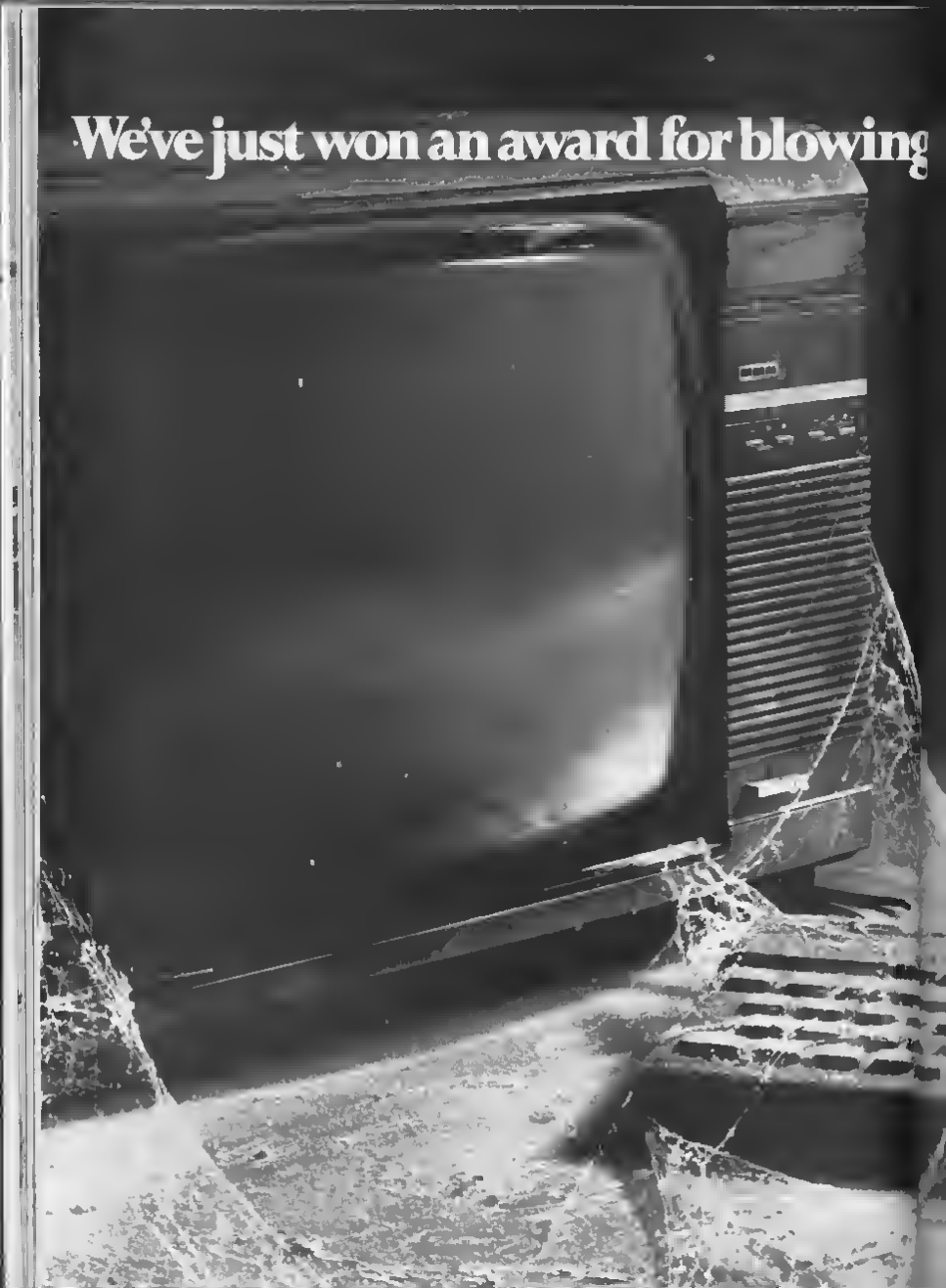
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g away the cobwebs.

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FOR FREE INFORMATION

PCG 8

micronet 800

You'll find this section invaluable If you're trying to decide which games to buy for your micro Like everyone else you've probably been overwhelmed by the vast number of programs to choose from And the fact is that while some games on offer are truly brilliant, others are a rip off You can't decide simply by looking at the cassette cover

What we've done is to look at the entire range of games available and come up with some which we can whole-heartedly recommend A considerable number of people have been consulted in drawing up these lists and we shall constantly be updating them as new games come on the market

Also each month we take a game from these charts and give it special treatment as our 'Screen Classic' We give it a page to itself in which we explain what makes it a good game

The games listed below are not in any special order Those at the top of the lists are not necessarily any better than those at the bottom.

● NEWCOMERS START HERE

Baffling isn't it? All you did was get a computer to have some fun on, and people expect you to speak an entirely different language We'll try to help out

Computer games come in many different types but these can be divided into a few broad categories

The most common are ARCADE games. These aren't just games that you see in the arcades but any game in which you use the computer keyboard (or a joystick) to control directly the movement of characters or objects on the screen Arcade games themselves fall into several different categories (see below)

Then there are ADVENTURE games The main difference is that to get things to happen you have to actually type in instructions rather than just press a key to go left or right This means that adventures proceed at a slower pace. Their challenge is to do with brain power not finger power and a good one can keep you occupied for months

In recent months the dividing line between adventure and arcade games has been blurred with pictures and even moving pictures being introduced to adventures and arcade games being written on adventure themes

Then there are STRATEGY games Examples of these include games in which you control the fortunes of a country at war The program might present the player with maps and statistics from which he will have to make his decisions

GAM

MICRO CLASSICS

● **SCRAMBLE** Pilot your ship over mountains through caverns and around skyscrapers avoiding missiles and meteors

● **DEFENDER** Fast moving space game in which your ship does battle with all manner of aliens

● **ASTEROIDS** Destroy asteroids and alien craft using a highly manoeuvrable ship

● **FROGGER** Guide the frog across busy roads and crocodile infested rivers

● **GALAXIANS** Development of *Invaders* with the descending aliens circling and wheeling off to the sides.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the clutches of the nasty gorilla

● **PAC-MAN** Exciting maze game eat the monsters or be eaten

● **MISSILE COMMAND** Protect your cities from the invaders by laying a protective covering of missile fire.

● **SPACE PANIC** Defeat the monsters by bonking them on the head and knocking them through the different levels.

● **CENTIPEDE** Blast the centipede which splits up as it drops down on you

BBC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Planet 9	10 00	Acorn soft	The definitive version of *Defender*
Arcadians	10 00	Acornsoft	An excellent version of *Galaxians*
Meteors	10 00	Acornsoft	Probably the best version of *Asteroids* for any m[illegible]
Snapper	10 00	Acornsoft	A fine version of *Pac Man*
Rocket Raid	10 00	Acornsoft	A fine version of *Scramble*
Starship Command	10 00	Acornsoft	Space game with levels ships and fragments [illegible]
Hopper	10 00	Acornsoft	Superb version of *Frogger*
Monsters	10 00	Acornsoft	The best version of *Space Panic*
Zalaga	7 00	Aardvark	The follow up to *Arcadians* offering great gameplay
Road Runner	8 00	Superior	Cat chase maze game
Colossal Adventure	9 90	Level 9	First of a series of huge text adventures with 200 locations
Chuckie Egg	7 90	A&F	Compelling multi level game with deadly ducks
3D Munchy	4 95	MRM Software	Colourful and unusual *Pac Man* derivative
Killer Gorilla	7 95	Program Power	Excellent version of *Kong*
Ghouls	7 95	Program Power	Fast moving multi screen platform game
The Mine	7 95	Program Power	Excellent version of *Dig Dug* burrow down collect treasure and avoid the monsters

ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
The Ultra	6 95	PSS	Multi screen space game
Xenon	8 50	UK	Exciting space shoot em up
Zargon s Revenge	8 50	UK	Follow up to *Xenon* with the flavour of the Spectrum classic *Manic Miner*
The Hobbit	14 95	Melbourne	Innovative graphics adventure based on Tolkein novel
Colossal Adventure	9 90	Level 9	First of a series of hugely complex text adventures
Mushroom Man a	5.50	Aardvark	Nice version of *Centipede*

LYNX GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Colossal Adventure	9 90	Level 9	Just one of Level 9 s excellent range of adventures
Gobble De Spook	9 90	Camsoft	Good version of *Pac Man*
Backgammon	7 95	Camsoft	Wins often enough to convince you it cheats
Treasure Island	7 95	Camsoft	Simple but quirky adventure with nice graphics
Power Blaster	9 99	Romik	Simple graphics but sizzling action in this maze shoot-out

tudy this list of PCG-approved titles

MES WORTH HAVING!

SPECTRUM GAMES

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Jet Pac	16K	5 50	Ult mate	Use you et powered man to assemb e a locket and avo d al e
Lunar Jetman	48K	5 50	Ultimate	The follow up to *Jet Pac* Superb – f you can find out what to do
Pssst!	16K	5 50	Ultimate	Use nsect sprays to protect your plant from nasty bugs
Manic Miner	48K	6 00	Software Projects	Spectrum classic with 20 different screens to guide your miner through
M ssile Defence	16K	5 95	Anirog	The best of six versions of Missile Commond
Zzoom	48K	5 50	Imag ne	3D view from a cockp t Save refugees from attack by planes tanks etc
Penetrator	48K	6 00	Melbourne House	The most soph st cated version of *Scramble* with 5-level action
Timegate	48K	7 00	Qu cksilva	A superlative version of 3D *Star Trek* with a good measure of arcade action
Jumpin Jack	16K	5 50	Imagine	One of the simplest games yet incredibly addictive
Scrabble	48K	15 95	Sinclair	A brill ant simulat on w th an 1 1 000 word vocabulary
The Hobbit	48K	14 95	Melbourne House	A wondrous graphics adventure which takes you through the Tolkien book
Valhalla	48K	14 95	Legend	An nnovat ve attempt at an animated multi-character adventure
Cyrus Chess	48K	9 95	Sinclair	Arguably the best chess game on the Spectrum
Apocalypse	48K	9 95	Red Shift	Complex strategy war game
Mazioes	48K	6 95	DK tronics	Exc t ng maze game w th nasty monsters
Colossal Adventure	48K	9 90	Level 9	First of a series of highly complex adventures with 200 locations
Aherowl 2	48K	5 95	Vortex	Very d fficult 3D version of *Robotron*
Scuba Dive	48K	5 50	Durell	Dive deep to get treasures Terrific graphics
Fighter Pilot	48K	7 95	Digital Integration	Superb flight s mulator with combat features
Ant Attack	48K	6 95	Qu cksilva	Amaz ng 3D graph cs as you try to save the girl from the k ller ants
Cookie	16K	5 50	Ultimate	Great graphics and original k tchen theme
Halls of the Things	48K	7 50	Crystal	Very fast and difficult adventure/arcade game
Invas on of the Body Snatchas	48K	6 50	Crystal	Best version of *Defender* but no sound without Fuller soundbox
Chuckie Egg	48K	7 90	A&F	Compelling multi level game with deadly ducks
The Alchemist	48K	5 50	Imagine	Arcade adventure with excellent gr phics
Pi-Balled	48K	6 00	Automata	Smooth version of the syre mid game *Q-Bert*
Deathchase	48K	6 95	Micromega	Exciting 3D motor-cycle chase w th superb graphics
Code Name Mat	48K	6 95	Micromega	Demand ng 3D space game with with many options
Night Gunner	48K	6 95	Digital integrat on	Mult level shoot em-up with excellent graphics
Caesar the Cat	48K	6 95	Mirrorsoft	Brill antly en mated cat-and mouse game
Chequered Flag	48K	6 95	Psion	Superb motor racing s mulat on

ZX81 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Forty Niner	5 95	Software Fa	Tunnel ng game with superb high res graphics
3D Defender	4 95	New Generat on	Blast al en craft es they zoom towards you
Black Crystal	7 50	Carnell	Multi part graph c adventure
3D Monster Maze	4 95	New Generation	Fight your way through the maze while avoiding T-Rex
Cassette 4	6 00	Orwin Software	8 games including excellent *Scramble* and *Defender*

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Wizard Wer	6 50	Salamander	Two player game of battling w zards
Franklin s Tomb	7 50	Salamander	An eventful text adventure
The K ng	8 00	M crodeal	Good version of *Donkey Kong*
Frogger	8 00	Microdeal	Nice version of the arcade classic
Crusader	6 95	J B Morrison Micros	Rescue the damsel in distress
Empire	6 95	Shards	Computer version of the board game *Risk*
Cuthbert goes Walkabout	8 00	M crodeal	Fill in the squares to get points
Danger Ranger	8 00	Microdeal	Arcade adventure with *Kong*-style elements
Blac Head	7 95	Dragon Data	*Q-Bert*clone on rectangular pile of blocks
Colossal Adventure	9 90	Level 9	First of a series of hugely complex text adventures
Chuckie Egg	7 90	A&F	Addictive multi level game with deadly ducks
X ossp el	6 95	Beyond	Excellent war game with scroll ng map

VIC 20 GAMES

TITLE	MEM REQR	PRICE	SUPPLIER	COMMENT
Lazer one	8K	6 50	Llamasoft	Alien [illegible] vader game w [illegible] x y axes
Matrix	8K	6 50	Llamasoft	High speed grid game [illegible] derivo [illegible] qua lectures
Omega Race	Std	10 00	Vcsoft	*Asteroids* development [illegible] bouncing [illegible] ds
Gorf	Std	10 00	Vcsoft	Four screen arcade game with elements of [illegible] popular games
Spiders of Mars	Std	20 00	Audiogenic	*Defender* derivative with insect aliens
Satellites and Meteors	Std	20 00	Audiogenic	The definitive version of *Asteroids*
Chopper	Std	25 00	Audiogenic	Exciting helicopter game rescuing hostages
Serpentine	Std	25 00	Audiogenic	Variation of the *Pac Man* theme with gobbling serpents
Outworld	Std	25 00	Audiogenic	State of the art graphics for this *Missile Command* derivative
Space Fortress	Std	6 00	Romik	One of the best 3 5K shoot 'em ups with multi screen *Invader* type action
Grid runner	Std	5 00	Llamasoft	Predecessor of *Matrix* fast and furious grid game
Jet Pac	8K	5 50	Ultimate	Use your jet powered mini to assemble a rocket and avoid aliens
Myriad	6K	6 00	Vcsoft	Colourful action packed shoot up with 99 levels
Quadrant	Std	6 99	Romik	Athlet [illegible] variant on *Galaxians* with man jumping and shooting
Star Defence	16K	7 95	Anirog	Excellent version of *Defender*
Chase of Race	Std	6 95	Micro-Antics	Thrilling race game set in ancient Rome
[illegible]	16K	[illegible]	Anirog	Multi [illegible] ew with baddies [illegible] ders

ATARI GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Star Raiders	30 00	Silica Shop	A 3D [illegible] e quality space game
Defender	30 00	Silica Shop	The [illegible] ed vers on from Williams
Covens of War	30 00	Silica Shop	A very [illegible] col vers on of *Scramble*
Missile Command	30 00	Silica Shop	This is the best and meanest vers on [illegible]
Zaxxon	28 00	Silica Shop	Space fighter multi stage game w [illegible]
Donkey Kong	30 00	Silica Shop	An arcade copy superbly done
Qix	30 00	Silica Shop	An intriguing rational possess [illegible]
Preppie	22 00	Silica Shop	Multi screen arcade adventure fen [illegible]
Chopliffer	30 00	Silica Shop	Exciting helicopter game rescuing hostages
Miner 2049er	30 00	Silica Shop	A *Donkey Kong* derivative with novel elements
Shamus	30 00	Silica Shop	Multi screen arcade adventure game
Necromancer	30 00	Silica Shop	Wizard battles through seven levels of mystic monsters
Pole Position	30 00	Atari	Superb version of the arcade motor racing game
Tennis	25 00	Atari	Tennis from simulation Better than Wimbledon
Asteroids 2	[illegible]	[illegible]	Te [illegible] version of *Scramble*

COMMODORE 64 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Super Pipeline	6 90	Tasksetter	Lay a pipeline while fighting [illegible] bugs
Jammin	6 90	Tasksetter	S [illegible] ng an enjoy [illegible] us colours
Revenge of the Mutant Camels	8 00	Llamasoft	Follow [illegible] Ak with camels fighting back and 42 [illegible]
Motor Mania	8 00	Audiogenic	A good and nice game
Falcon Patrol	8 00	Virgin	An excellent fighter simulation with a scrolling 3D landscape
Hover Bover	8 00	Llamasoft	Suburban gardeners run into their mowers in a fast and witty game
International Soccer	9 95	Commodore	Superb soccer simulation on cartridge
Twin Kingdom Valley	9 50	Bug Byte	Superb animated graphics adventure
The Hobbit	14 95	Melbourne House	Graphics adventure based on Tolkien's book
Forbidden Forest	8 95	Audiogen c/Centrosoft	Fight your way through a chilling monster infested forest
Aztec Challenge	8 95	Audiogen c/Centrosoft	Dodge spears boulders and other hazards in a perilous fight for survival
Megahawk	6 95	Big G	Spectacular 3D space action based on *Buck Rogers* from the arcades
China Miner	7 00	Interceptor	A frenetic multi level multi screen game with great sound and graphics
Jumpin Jack	8 95	Level 9	Definitive 3D version of *Frogger*
Caesar the Cat	8 95	Micro soft	Brilliantly animated colour and mouse game
Savage Pond	8 95	Starcade	Survive aggressive ponds life in your growth from tadpole to frog
Chinese Juggler	6 90	Ocean	Exciting game with great graphics in which you have to keep eight plates spinning
Jumping Buggies	6 99	Bubble Bus	Frantic road race with strange obstacles

WHERE TO GET YOUR GAMES

Aardvark 100 Aylesbury Green Road Hornchurch Essex
A & F Software 830 Hyde Road Manchester M18 7JD
Acornsoft 18 Tower Street Covent Garden London WC2H 9NN
Anirog 29 West Hill Dartford Kent
Arnc Ltd, Main Street Brandesburton Driffield YO25 8RG
Audiogenic PO Box 88 Reading
Automata UK Ltd 27 Highland Road Portsmouth Hants PO4 9DA
Beyond Durrant House 8 Herbal Hill London EC1
Big G Birchall Moss Holt Hotherton Northwich Cheshire CU5 7PJ
Bug Byte Mulberry House Canning Place Liverpool L1 8JB
Carnsoft Computers Ltd 33 Awbridge Street Cambridge CB2 1UW
DK'tronics, Unit 2 Shire Hill Industrial Estate Saffron Weldon Essex CB11 3AX
English Software Co Box 43 Manchester M60
UK Software Ltd 9 King Street Blackpool Lancashire
Imagine Masons Buildings Exchange Street East Liverpool L2 3PN
J B Morrison Micros 2 Glensdale Street Leeds LS9 9JJ
Level 9 Computing 229 Hughenden Road High Wycombe Bucks HP13 5PG
Legend 1 Milton Cambridge CB4 1UY
Llamasoft, Awesome Games Software 49 Mount Pleasant Tadley Hants
Melbourne House 224 Stanley Road Teddington Middlesex TW11 8UE
Microdeal 41 Truro Road St Austell Cornwall PL25 5JE
PSS 452 Stoney Stanton Road Coventry CV6 5DG
Quicksilva 13 Palmerston Road Southampton Hampshire SO1 1LL
Romik 272 Argyll Avenue Slough SL1 4HE
Salamander 17 Norfolk Road Brighton East Sussex BN1 3AA
Shards 189 Eton Road Ilford Essex IG1 2UQ
Softek 12/13 Henrietta Street Covent Garden London WC2E 8LH
Superior 69 Leeds Road Bramhope Leeds
Tasksetter 13 High Street Bridlington YO16 4PR
Trimescape 1 Virginia Gardens Fairways Milngavie Glasgow G62 6LG
Ultimate The Green Ashby de la Zouch Leicestershire LE6 5JU
Virgin 61–63 Portobello Road London W11 3DD

THE ULTRA

An epic piece of intergalactic mayhem for Oric owners

Violent space games are, of course, a thing of the past. You no longer have any urge, do you, to leap into your space capsule, seize the controls and wipe out a few waves of savage alien life-forms?

Oh, you do? Then listen. If you're an Oric owner in search of full-blooded arcade excitement there is a classic little number you could slip into your machine when your little sister isn't watching. It's ultra mean, it's ultra-dangerous. It's *The Ultra*.

Get one thing straight. This program from PSS has no pretensions to originality. It's descended directly from the *Invaders/Galaxians* tradition with a spacecraft at the bottom of the screen which can be moved left or right and can only fire straight upwards.

But right from the opening moments when shooting through hyper-space you see your spacecraft materialize dramatically in the centre of the screen and then drop into position, you know that the battles you're about to fight are going to be exciting.

The aliens come in waves. And there are no less than 16 different types. It's not just the alien shapes that change. Each new attack wave has a different type of movement and demands different tactics if you're going to survive.

The first wave of green snappers is pretty easy. Just keep your cool and pick them off one by one – they don't fire fast enough to put you in severe danger.

In round two the attackers are grouped in a single formation which swirls round the screen. You can wipe them out by keeping to one side and picking off a column at a time.

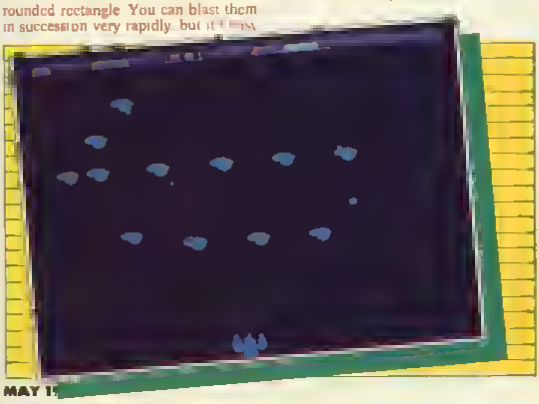
The rainbow coloured attackers of wave 3 are a harder proposition. They follow each other round the screen in a rounded rectangle. You can blast them in succession very rapidly, but it's easy to get trapped by a bullet from the other side of the rectangle.

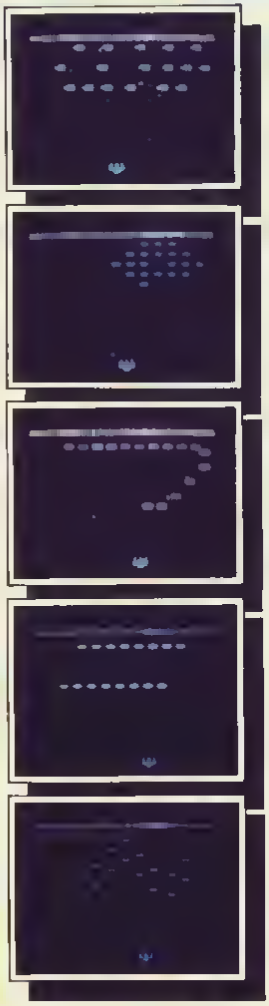
By now you'll have discovered a serious hazard in using *The Ultra*'s spaceship. It overheats if you fire too much. This means it simply isn't good enough to hammer the fire button incessantly. You have to aim. Each time you fire a temperature gauge at the top of the screen rises. Twelve rapid shots will result in you being completely unable to fire until your gun cools down – this takes about 10 seconds, during which time you're completely defenceless.

To avoid such an event you must fire sparingly and keep an eye on the gauge. It must be said that this feature adds a good deal of sophistication to the action. It's much more realistic than those games in which you blindly pulverise everything with an inexhaustible supply of ammo.

Another welcome feature is that you're granted five spaceships instead of the usual three. This gives you a chance to get further into the action. You also get bonus ships at 2 000 and 10 000 points.

Oric owners aren't exactly spoilt for choice in good games. But this one gives them classic entertainment as good as that offered on any micro.





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The school computer's locked up on Friday night, but you want more action ...

MEETI COMP

'You crease my disk and I'll mash you" were the first words I heard on walking into Computer Town's Islington centre. 'Who's going first?' someone asked. 'Me,' was the reply, 'they're my disks.' The small room in the North London Polytechnic building was packed with boys and girls from North London, all playing away on an impressive variety of machines. Aliens died, invaders were crushed and spaceships blasted in an atmosphere that reminded me of the Saturday morning film shows of my own distant youth.

Studiously plugging away at waves of *Space Invaders* was 11 year-old Myfanwy Robson of Holloway, one of the many girls at the centre. Myfanwy said she came to the centre mainly to learn Basic but that she liked to play games in the half hour before the class begins.

Breakout is one of her favourites because she says it gets harder every time'. Obviously a girl who likes a challenge. She's even written her own game, *Mountaineering*, in which climbers slither down ropes.

An older visitor to the centre was 15-year-old Stephen Kerr of Islington who was doing something I didn't understand on an expensive Apricot micro. Stephen has had a computer for two years; his present machine being a Spectrum. He yearns for a BBC because 'there's such a lot of good software'.

Like thousands of other Spectrum owners, Stephen's favourite game is *Manic Miner* which he likes because every sheet is different from the last. *Atic Atac* is another game which is presently preoccupying him. So far he's solved 81% of the puzzle.

A puzzle of a different kind was worrying Giovanni Sorrenti, 11, of Highbury. He was absorbed in the task of trying to blast some aliens in *Space Ace* on a Commodore Pet. He complained that 'every time you go for 'em they get out of the way'. Yes, it's tough out there in deep space, Giovanni.

Manaj Patel, a 13 year-old from Finsbury Park, is one of the lucky few who received their Spectrums in time for Christmas. Since then he's been attending on Saturday mornings in order to learn Basic – and play games. Manaj is also an *Atic Atac* fan. He likes it because 'It's quite hard and exciting'. So far he's only solved 55%, but when you're only 13 you don't need to worry too much about time. Other games Manaj finds compulsive are *Ant Attack* and *Mr Wimpy*.

But not everyone was such a relative newcomer to games and computing. Clustered around the Commodore 64 was a group of hardened games addicts their interest caught by Tasksset's *Super Pipeline* – a PCG Hit in March. They liked its originality and variety and the fact that 'it makes you think'.

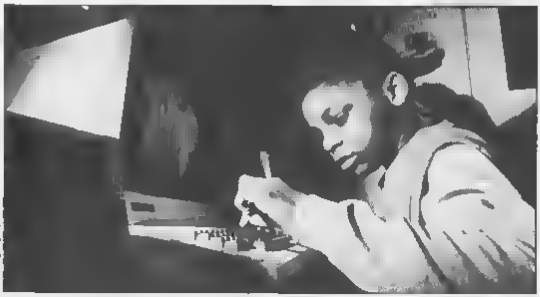
Out of this gang of gamesters came two who claimed phenomenal scores on popular programs. Sailesh Panchal said he'd scored 356 760 on his BBC version of *Chuckie Egg*. 'It was addictive,' he said, implying that once you've scored something like that life has little left to offer. *Zalaga*, he said, was all right for a few days. But after you get 150 000

One who had persevered with *Zalaga* was 12-year-old Toby France from Islington. After 'about two days practice' he amassed a score of 241-000. It takes skill to find the pattern, he said recommending destruction of first one side then the other.

Toby's own machine at home is a Vic 20 which he described as 'a bit corny'. He likes to play *Arcadia* but I was too envious to ask what he'd scored.

Another Vic owner is Landes Land 11 of Holloway. His favourite game is *Jet Pac*, which he likes because it has good graphics for the Vic and is very exciting. 'Like many other computer owners Landes pines for a Commodore 64. It has better games', he said looking wistfully at the machine which was running, like *Super Pipeline*'.

As if to prove that computing can be a family affair, two sisters Afeni and Sinead Neville from Holloway shared the same micro. Afeni 12 started coming to the centre because she 'liked



Right: Edward Finn and friend check out a Commodore Pet together. Below: Afeni Neville, playing Android Nim wants her own Spectrum

Photography by Chris Bell

... Peter Connor meets some Saturday-morning games addicts

T THE KIDS FROM PUTER TOWN

games and my friend started coming

She s a bit of a traditionalist – her favourite game is still *Space Invaders* – but if she gets the Spectrum she wants she might change her preference Sinead 11, has already written part of her own game at school – a contest to see who can be the best farmer

Many of those attending took an hour off from the games to go and continue their classes in Basic One of the 15 using dual disk-drive machines was 14 year-old Janet Barnet of Highbury who d spent eight weeks learning to use commands such as LET PRINT and INPUT

A result of this effort is Janet s *Poetry* program which will produce a word that rhymes with your own name At home Janet likes to play *Manic Miner* - when her brother will let her near the Spectrum – and *Jet Pac*

Another keen student of the programming art is Paul Teale of Islington who at the age of 11, has already decided he wants to be a computer engineer Although he enjoys a game of *Planetoid* on the BBC he says I d rather write games than play them The first fruit of this ambition is a game in which a dog chases a ball Well from little acorns

Back in the centre s main room more people had gathered around the Commodore 64 this time to watch a game of *Ugh!* – where you have to survive in a dangerous prehistoric world As I left, the enthusiastic cry filled the room 'Go on! Get the tricerotops! I hope they did

Above Manaj Patel likes Atic Atac
Right Myfanwy Robson learning Basic
Below Joining forces for Super Pipeline 'It makes you think'

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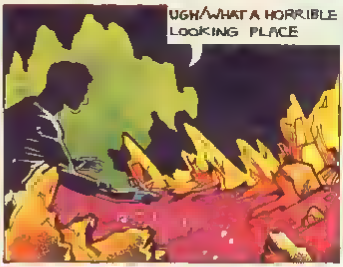

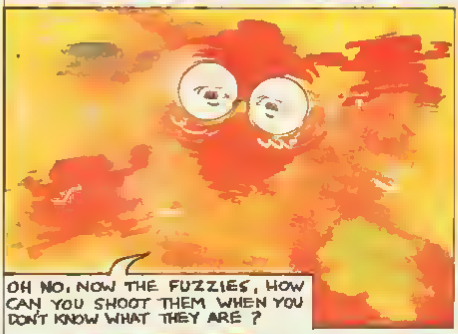

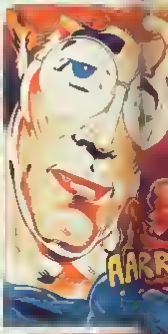

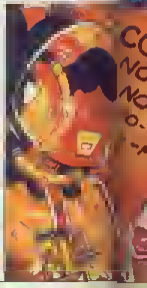

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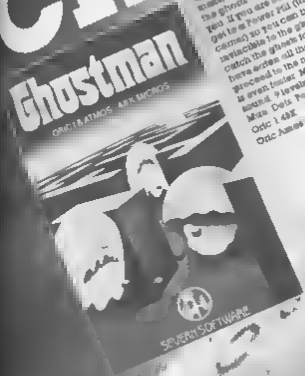

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SECOND ISSUE ON SALE 19th APRIL: 85p

Anyone can write a game program for a home computer. In the first of a series f

WRITING YOU

You own a computer, and you've enjoyed playing games on it, but so far you haven't been able to get anywhere with programming it yourself Maybe the manual is confusing, or it only teaches you to write uninteresting programs full of complicated mathematics

If that's you then this series of articles is what you need Without assuming any programming knowledge at all, each month I'll explain the ideas you need to write an enjoyable game

You should be able to program these games no matter what micro you own, because I've used the parts of the programming language Basic which are common to all home computers.

This month's game is called *Memory Trap*, and because it's the first example it's not too complex. Flashed on the screen for a brief moment is a random six-figure number If you can remember it exactly you score points and get another turn

Language

So how do you start programming this? A program is simply a list of instructions written in a language which the computer can understand

The important thing to remember as you write these instructions, is that the computer will do exactly what you tell it to – no more and no less So you have to be precise when you write the instructions or the result won't be what you expect.

For example, suppose you want to start your program with the title of the game coming on to the screen with a few stars to make it look prettier To get the computer to do this you must break down this simple task into three stages

(1) Clear the screen of everything else
(2) Put on screen the game title
(3) Add the stars

These three instructions are at present written in English Let's now write them in Basic To tell the computer to clear the screen you use the command CLS (as in CLear Screen) Your computer understands that when these three letters appear together in a program it must respond by blanking out the screen The Commodore 64 and Vic 20 use a different command PRINT "[CLR]" This is done by pressing the keys [CLR] and [SHIFT] simultaneously

Since this is the first thing you want the computer to do you should enter it as instruction number one like this

```
1 CLS
```

Type this line into your computer exactly as it stands (If you own a Spectrum or ZX81 the command CLS, along with all other Basic commands will appear on screen by touching a single key Owners of other computers type in the letters separately) After you've typed it in, press the [Enter] or [Return] key This tells the computer that the instruction is complete.

Did the computer clear the screen when you pressed [Enter]? No it didn't It wasn't meant to because what you're doing at the moment is only giving the computer some instructions – you haven't yet asked it to act on them

Learning to PRINT

Instruction 2 is to put the title of the game on screen The Basic command for this is PRINT followed by the name you want to put on the screen However you must type the name inside quotation marks ("") So type in this

```
2 PRINT "MEMORY TRAP"
```

and tap the [Enter] key

The computer of course doesn't understand the words MEMORY TRAP It simply understands that whatever is placed between the quotation marks must be put on the screen

If you want to add some stars you must type in a third instruction

```
3 PRINT "**********"
```

and again press [Enter]

You now have in your computer's memory a three-line program If it's the first program you've ever written, you really should run it immediately to see what it does To do this type the command RUN (followed as usual by [Enter])

The result hopefully, is the following printed in the top left-hand corner of the screen

```
MEMORY TRAP
**********
```

This will be followed by a message from the computer such as "OK" or "Ready" which is to tell you that it has done what you asked and is ready for further instructions

If this isn't what happened, check carefully to make sure your program is exactly right To get the computer to reprint your program on the screen you simply have to enter LIST If there's a mistake in one line retype it carefully The computer will delete from its memory the old instruction of the same number replacing it with the new one

Coping with changes

Before we move on there's an important point to be made Suppose after seeing your program run you wanted to make an alteration – like printing "Awesome Software presents" before the game title

This is easy enough to do It just means adding another PRINT instruction between line numbers 1 and 2 The trouble is, what number could you give it? You couldn't call it 1 5 – your micro wouldn't understand The only answer would be to retype the program re-numbering lines 2 and 3 as 3 and 4 and then adding the new line 2

Unfortunately computer programming always involves lots of changes as you go along and it would be quite impractical to retype the whole program each time So to avoid this it's much more sensible to leave a gap of 10 between each line number so that there's room for plenty of additions

The point is it doesn't matter in what order you type in the lines of a program. The computer will automatically store them in the order in which the line numbers go (Incidentally if you enter a Basic instruction without a line number the computer won't store it in the program at all It will try to act on it immediately)

So let's start again First get rid of your program by entering the command NEW Then retype your program so that it

rios **for the complete beginner, Chris Anderson shows you how to get started.**

UR FIRST GAME

reads like this

```
10 CLS
20 PRINT MEMORY TRAP'
30 PRINT **********
```

Now if you wanted to you could print a new instruction as line 15, and the computer would carry it out between lines 10 and 20

Letters for numbers

So much for the basics now let's hit the real action We need first to be able to print on screen a random six figure number Let's start by printing one particular number, say 654321 You could of course do this just by typing PRINT 654321' But there is another way which will turn out to be much better Try typing in the following lines

```
40 LET N = 654321
50 PRINT N
```

Line 40 introduces the LET command It allows you to replace numbers by letters If you've done any algebra at school you'll understand If you haven't think of it like this Imagine that in the computer's memory are a row of labels each marked by a letter When the computer sees the instruction LET N = 654321 what it does is to write on the label marked N, the number 654321

From then on, instead of referring to the number, you can simply refer to the letter N Every time you do this the computer will go to the N label and read off the number there So in line 50, instead of saying PRINT '654321' you can simply say PRINT N The computer will then print the number which N represents (If you wanted it to print the letter N you would have to put it inside quotation marks PRINT "N") RUN the program to see for yourself

Programming pauses

That's put the number on the screen But we only want it there for a brief moment So how do we take it off? The simplest way is to put in another CLS instruction So add this line

```
60 CLS
```

Now try RUN the program again

Oh dear It seems to have gone badly wrong All that happens now is a quick flash on the screen which disappears before you have time to read it. What's happening of course is that, because of the speed at which the computer works, it's carrying out line 60 before you've had time to look at what's gone before

So we need some means of getting it to pause. Simple just add these two lines

```
55 FORT 1 TO 500
56 NEXTT
```

This FOR NEXT instruction is a very powerful one that we'll be using more fully in later games All it does here is to cause the computer to do an internal count up to 500 It's absolutely pointless except that it does take up some time and will therefore give you a chance to see what's on the screen before it's cleared

By changing the number 500 to some other number you can proportionately alter the time the computer spends counting You should adjust this number to suit your own machine so that the number stays on just long enough to be read

Incidentally the letter T could be replaced by any other letter (except N which has already been used) – so long as you change both lines 55 and 56

If you LIST your program you will find that lines 55 and 56 have been placed before line 60 which is what we wanted – a pause before the screen is cleared

While we're on the subject of pauses it would be nice to have one earlier in the program before the six figure number is printed Try adding these lines

```
33 PRINT
34 PRINT "GET READY
35 FORT  1 TO 1000
36 NEXT T
```

Now when you RUN your program you should have the GET READY message as a warning that the number is about to be flashed on screen Line 33 is there to print a blank line to make the actual display appear further down

Numbers at random

All very well and good But it won t be much fun if you have the same number put on the screen each time you play the game What we want is a random six-figure number put there No problem All home computers have a random number generator although the commands you need for it are slightly different for each machine

The BBC and Dragon are simplest Just type

```
40 LET N = RND(1000000)
```

This line will generate a random number between 0 and a million – and label it as N On the Spectrum Commodore 64 Vic 20 and most other machines you

can get the same result by entering

```
40 LET N = INT(RND(1)*1000000)
```

Now every time you run the program you will get a different number on the screen making it much harder to remember The number will usually be of six figures although sometimes smaller numbers will be generated

Time to INPUT

The main gap left in your program is that you want to be able to tell the computer what you think the number flashed on the screen was – it can then check to see if you re right

The command you need for this is INPUT When the computer comes across it, it will stop the program and allow you to enter something from the keyboard Add these lines

```
70 PRINT "WHAT WAS THE NUMBER?"
80 INPUT X
90 IF X = N THEN GOTO 10
100 PRINT "YOU RE WRONG THE NUMBER WAS",N
```

Line 70 prints a question on the screen Line 80 stops the program to give you a chance to answer the question At this stage you would have to type in what you remember the number to be The computer will label your answer as X. It will then compare X with N the actual number This happens in line 90 which contains two new instructions The first is a double instruction IF (something) THEN (do something) In this case IF X and N are equal THEN the computer carries out the second instruction which is GOTO 10

The effect of this is to get the computer to return to line 10 and then continue from there as normal In other words the program will start again and you will be given another random number to guess at. This will continue time after time, so long as you don t make a mistake

When you do make a mistake, however, X and N in line 90 will not be equal so the computer will simply ignore what comes after THEN and continue to the next line 100 which prints a message saying you boobed

If you do make a mistake you ll want to know what it was So line 100 also prints the number you should have entered Note the semi-colon This allows you to have the number N printed right after the message

The big countdown

Well we almost have a game that works But one last refinement will make it a lot more enjoyable Why not have the length of time for which the number is on the screen decrease gradually so that the game gets more difficult as it goes along? We can then arrange it that the longer you stay in the game the higher your score is

Do the following retype line 55 so that it reads

```
55 FORT = 1 TO L
```

Now add these lines

```
5 LET L = 500
57 LET L = L - 10
110 LET S = 500 - L
120 PRINT "YOUR FINAL SCORE IS  S
```

Now LIST your whole program It should be the same as in the box on this page The time the computer keeps the number on screen will now depend on how big L is If you follow through the lines in order you'll see that L starts at 500 as before This is set in line 5 But for every successful turn you have it's decreased by 10

This happens in line 57 If you can't make sense of the line, imagine the computer going to the L label reading the number written there, subtracting 10 from it and then writing that new number on the label

In other words LET L = L - 10 means 'Give L a new number equal to its old number minus 10 '

After you've made a mistake, line 110 will work out your score and label it S If you make a mistake on your first turn L will still be 500 so your score will be zero The more successful goes you have the lower L gets and the higher your score will be Line 120 prints it

So that's *Memory Trap* It's a very simple game, but hopefully you ll experiment with it a bit to make your own improvements and changes For example, you could increase the length of the number each time instead of decreasing the time you have to see it You should also play around with all the programming ideas in this game until you completely understand them Your manual will give further details

Next month we ll build on these ideas to produce a much more sophisticated game ●

MEMORY TRAP: final listing

```
5 LET L = 500
10 CLS (on Commodore machines 10 PRINT"(CLR)")
20 PRINT "MEMORY TRAP"
30 PRINT "************"
33 PRINT
34 PRINT "GET READY    "
35 FORT = 1 TO 1000
36 NEXT T
40 LETN = INT(RND(1)*1000000) (On BBC and Dragon 40 LET N = RND(1000000))
50 PRINT N
55 FORT = 1 TO L
56 NEXT T
57 LET L = L  10
60 CLS (On Commodore machines 60 PRINT "(CLR)")
70 PRINT "WHAT WAS THE NUMBER?"
80 INPUT X
90 IF X  N THEN GOTO 10
100 PRINT "YOU'RE WRONG, IT WAS" N
110 LET S = 500 - L
120 PRINT "YOUR FINAL SCORE IS" S
```

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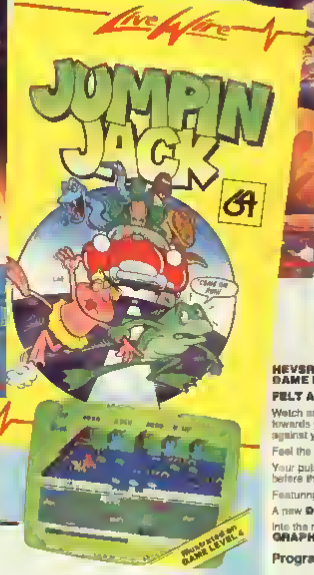

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When you finish typing in listing 1 save it under the name GRID then type in listing 2 This must be saved under the name CYCLES and saved after the first program The first program will chain in the second program automatically

```
10REM    GRID CYCLES
20REM Copyright (C) 1983
30REM By Shingo Sugiura
40
50PROCinit
60MODE7:PROCinstructions
70CHAIN"CYCLES"
80END
90
100DEFPROCinstructions
110PRINTCHR$129CHR$157TAB(13)CHR$131CHR$141 GRID CYCLES"
120PRINTCHR$129CHR$157TAB(13)CHR$131CHR$141 GRID CYCLES"
130PRINT TAB(18)CHR$130"By Shingo Sugiura"
140PRINT " Control the"CHR$134"blue"CHR$135"cycle to outma
150PRINT
nouvre"
160PRINT"the"CHR$129"red"CHR$135"grid cycle inside the com
puter
170PRINT"The cycles can only change direction and"
180PRINT"can not stop  If you hit the trail left behind by
the edge of the game"
190PRINT"grid you will be immediately de-rezzed "
200PRINT CHR$129"S"CHR$131"No sound          "CHR$129"S"CHR$1
Sound on "
210PRINT CHR$129"DELETE"CHR$135"or"CHR$129"FIRE    "CHR$1
Freeze
220PRINTCHR$129"COPY"CHR$135"or"CHR$129"FIRE      "CHR$135
and Pause
230PRINT CHR$131 Z CHR$129"  CHR$135"Left      CHR$131"X"CHR
Right"
240PRINT  CHR$135"Right"
250PRINTCHR$131"*"CHR$129"  "CHR$135"Up        "CHR$131""CHR
CHR$135"Down
```

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```
7 0DEFPROCcompute#1
740 1F (a=1 ANDb=1 ANDd=11 win=TRUE•ENDPROC
750 1F (a=1 ANDb=11OR(b=1 ANDe ANDR1 2@1 DIR=4:ENDPROC
760 1F (a=1 ANDd=11OR(d=1 ANDe=1 ANDR) 2@1 DIR=2•ENDPROC
770 1F (b=1 ANDd=11 DIR=1:ENDPROC
780 1F a=1 DIR=(e=11*-2+(e=-11*-4+(e=@)*-2 ENDPROC
790 1F (a=@ ANDb=@ ANDd=@ ANDR1<1@) DIR (e=1)*-2+(e=-11* 4+
(e=@1*-1
8@@ENDPROC
81@DEFPROCcompute2
820 1F (a=1 ANDb=1 ANDc=11 win=TRUE:ENDPROC
830 1F (b=1 ANDc=11OR(c=1 ANDf=1 ANDR1 2@1 DIR=1:ENDPROC
840 1F (a=1 ANDb=11OR(a=1 ANDf ANDR1<2@) DIR=3:ENDPROC
850 1F (a=1 ANDc=1) DIR=2:ENDPROC
860 1F (a=1 ANDc=1) DIR=2:ENDPROC
870 1F b=1 DIR=(f-11)* 1+(f=-11*-3+(f=@1*-3:ENDPROC
880 1F (a=@ ANDa=@ ANDc=@ ANDR1 1@) DIR-(f=11*-1+(f=-11* 3+
(f=@1* 2
89@ENDPROC
90@DEFPROCcompute3
910 1F (b=1 ANDc=1 ANDd=1) win=TRUE-ENDPROC
920 1F (c=1 ANDd=11OR(d=1 ANDe=1 ANDR1<2@1 DIR=2 ENDPROC
930 1F (c=1 ANDb=1)OR(b=1 ANDe ANDR1<2@1 DIR=4:ENDPROC
940 1F (c=1 ANDd=1) DIR=3 ENDPROC
950 1F (b=1 ANDd=1) DIR=(e=-1)*-4+(e=@1*-4:ENDPROC
960 1F c=1 DIR=(e=11*-2+(e=-1)*-4+(e=@1*-4+(e=-11*-4+
970 1F (b=@ ANDc=@ ANDd=@ ANDR1<1@1 DIR=(e=1)*-2+(e=-11*-4+
(e=@1*-3
98@ENDPROC
99@DEFPROCcompute4
1@@ 1F (c=1 ANDd=1 ANDa=1) win=TRUE:ENDPROC
1@1 1F (c=1 ANDa=11OR(a=1 ANDf ANDR1 2@1 DIR=3.ENDPROC
1@2 1F (d=1 ANDa=11OR(c=1 ANDf=1 ANDR1<2@) DIR=1:ENDPROC
1@3 1F (c=1 ANDd=11OR(c=1 ANDf=1 ANDR1<2@) DIR=1:ENDPROC
1@4 1F (c=1 ANDa=11 DIR=4 ENDPROC
1@5 1F (c=1 ANDa=11 DIR=4 ENDPROC
1@6 1F d=1 DIR=(f=11*-1+(f=-11* 3+(f-@1*-1:ENDPROC
1@7 1F (c=@ ANDd=@ ANDa=@ ANDR1 1@1 DIR-(f-11*-1+(f=-11*-1+(f=-1)*-3+
(f=@1*-4
1@8@ENDPROC
1@9@DEFPROCdeath
11@@SOUND&11,@,@,@:SOUND&12,@,@,@ SOUND&13,@,@,@
111@VDU19,@,7!@,1PROCwait(3@@):VDU19,@,@!@;
112@SOUND@,1,1,1@,PROCwait(1@@@):CLS.*FX15
113@PROCinf("TOUGH LUCK BLUE CYCLE",@,1@)
114@PROCinf("YOU DEREZZED "+STR$(kill@d)+" WARRIORS",@,14)
115@IF SCX>HIY HIX=SCX
116@COLOUR2:PRINTTAB(3,23) PRESS SPACE BAR OR FIRE TO REPLA
Y
117@PROCoption
118@ENDPROC
119@DEFPROCinf(A$,X,Y)
12@@FOR A=1 TO LEN(A$) PRINTTAB(X+A,Y)MID$(A$,A,1)
121@SOUND&@,-15,6,1:PROCwait(2@@) NEXT
122@ENDPROC
123@DEFPROCwait(TZ)
124@FOR dei%-1 TO T%:NEXT
125@ENDPROC
126@DEFPROCfreez
127@SOUND&11,@,1,1:SOUND&12,@,1,1
128@REPEATUNTIL(ADVAL(@)AND31=@
129@REPEATUNTIL INKEY(-1@&1OR(ADVAL(@)AND3)>@
13!@ENDPROC
132@DEFPROCOption
133@REFEAT
134@REFEAT
```

```
135@A=1NKEY(@1:B=ADVAL(@1AND3
136@UNTIL (A=32ORA=@1ORA=@31 OR B>@
137@IF A=@1 THEN *FX21@,1
138@IF A-@3 THEN *FX21@
139@UNTIL A=32 OR B>@
14@@IF A=32 opt=-1 ELSE opt=@
141@ENDPROC
147@DEFPROCMAT(1%,E%):GCOL3,3
143@VDU29,1!4;E%;
144@SOUND&11,@,@,@:SOUND&1@,-15,7,255
145@FOR F-@ TO 9
146@U%(@,F1=(RND(3@1-151*25@:U%(1,F)-(RND(3@) 151*25@ Q U%
@,F)
147@W=U%(1,F).PLOT&9,Q,W:PLOT&9,Q+4,W.PLOT&9,Q,W+4:PLOT&9,L
+4,W+4 NEXT
148@FOR G=1 TO 3
149@FOR F=@ TO 9
15@@Q-U%(@,F1 W=U%(1,F1
151@SOUND&11,@,2@+(G*1@+F1*4,2
152@PLOT&9,Q,W.PLOT&9,Q+4,W-PLOT&9,Q,W+4:PLOT&9,Q+4,W+4
153@D=Q* 2@W=W* 2
154@PLOT&9,Q,W:PLOT&9,Q+4,W:PLOT&9,Q,W+4:PLOT&9,Q+4,W+4
155@U%(@,F) Q.U%(1,F)=W
156@NEXT.NEXT
157@FOR F=@ TO 9
15@@D=U%(@,F1:W=U%(1,F1:PLOT&9,Q,W:PLOT&9,Q+4,W PLOT&9,Q,W+
4
159@PLOT&9,Q+4,W+4 ROUND&1),@,F*2@,5
16@@NEXT
161@SOUND&11,@,@,@:SOUND&1@,@,@,@:VDU29,@,@, PLOT&9,1/|E%
162@ENDPROC
```

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The computer software for the game is to be designed via a London-wide competition which is open to all non commercial entrants Software for BBC Model B or Sinclair Spectrum computers will be accepted The judges for the competition will be GLC members. All entries must be received no later than 8 June 1984

For further information including a complete set of instructions plus the games specifications, please phone Pam Nanda, Ethnic Minorities Unit, 633 4273 or Patricia Devine, Central Computing Services, 633 3348 or write to COMPUTER GAME COMPETITION Greater London Council, Director-General's Department (DG/EMU) Room 686, County Hall London SE1 7PB

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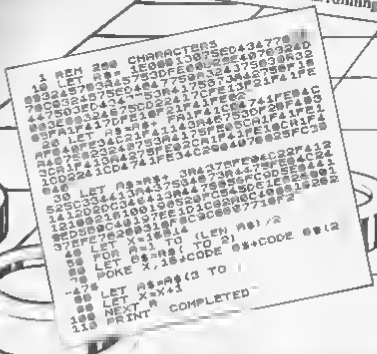
To enter the program you first need to enter the loader program. The first line of this should be a Rem statement followed by 250 characters e.g 250 A's. Next you should type in the rest of the loader program. Before you actually RUN this SAVE it onto cassette a couple of times - you don't want to type it all in again do you?

Once you have RUN the program you should delete all of this program except for the first line. Then enter as a direct command: POKE 16510,0. This changes line 1 to line 0.

Now you are ready to type in the actual game (don't delete the REM statement.) Do remember to save this a couple of times BEFORE running



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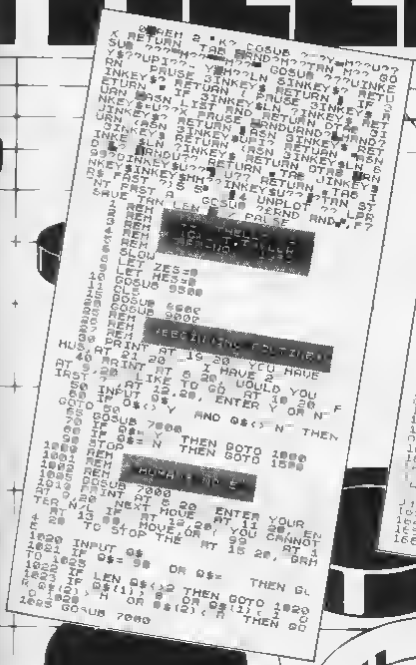

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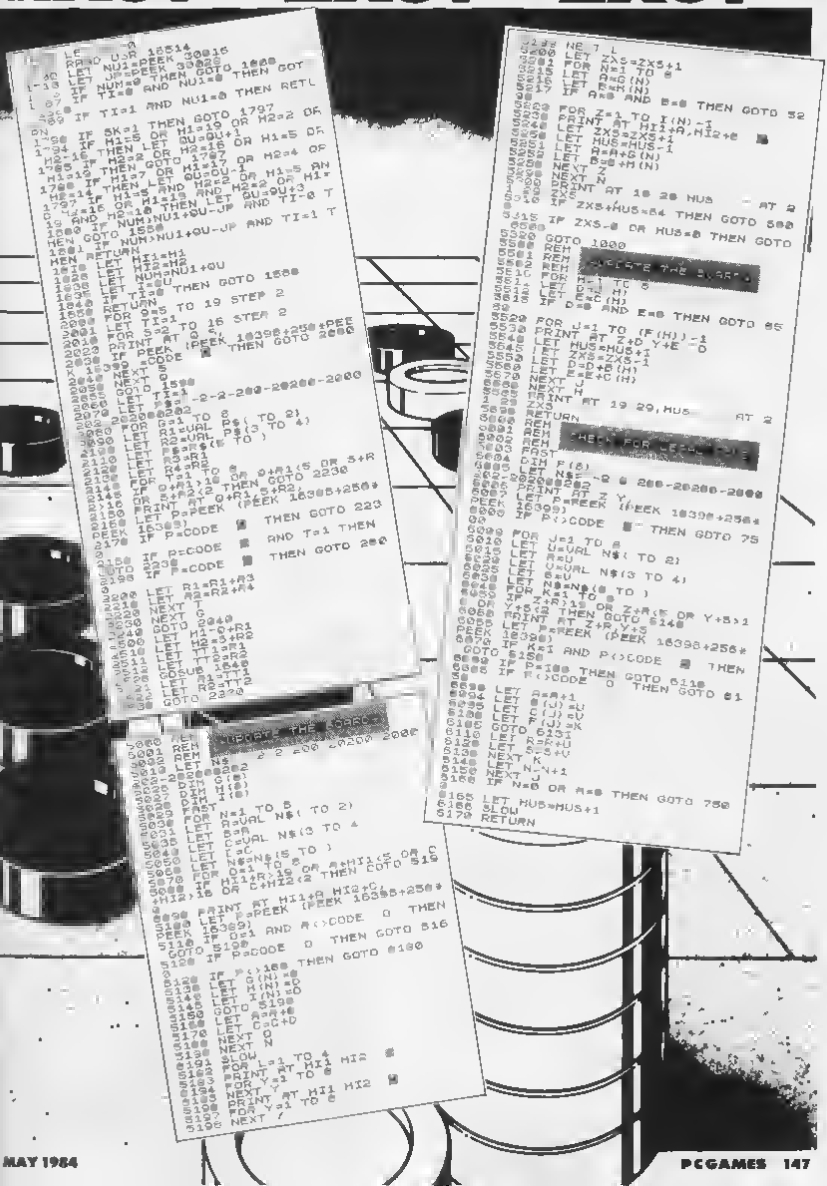

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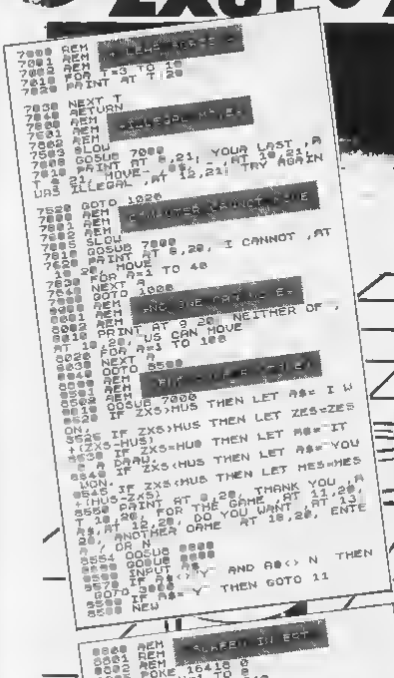
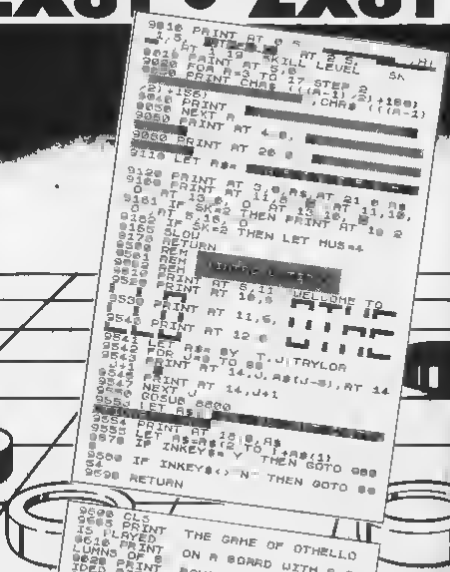
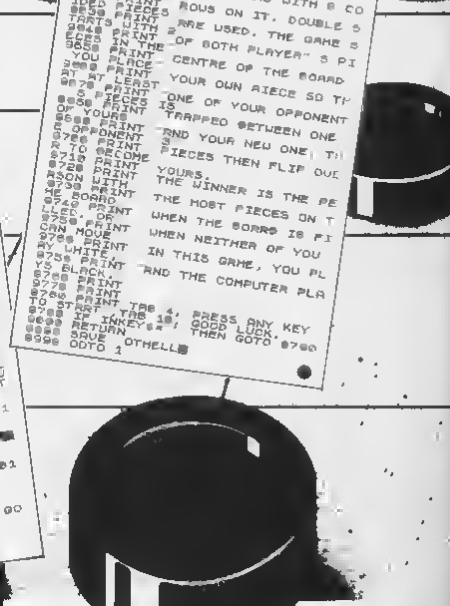






REACTION

FOR SPECTRUM 16K

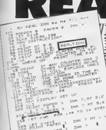
You and I place your counters on a 6 by 6 board. Each player takes turns in placing his counters on the board; when any counter has three or more other counters adjacent to it, it will cause a chain reaction of explosions. The winner is the player who has one or more counters left on the board.

PROGRAM STRUCTURE

Lines	
35 – 110	User instructions
190 – 280	Set up screen display
190 – 290	Define U.D.G.s
300 – 450	User input of player one plus display
490 – 640	User input of player two plus display
650 – 750	Check for explosion and chain reaction
1000–1110	Print on screen explosions
1190–1500	Clear all explosions on the screen
1310–1360	End time plus display
1380–1450	

VARIABLES

A( ) = board positions
CC = Column of present move
R = Row of present move
G = Number of moves
P1 = Number of counters (Player 1)
P2 = Number of counters (Player 2)
Z$ = Holds string "Player 1"
X$ = Holds string "Player 2"
A$,Q$ = String inputs
N,S,F,1,2,X = Loop variables



FOLLOW THIS

```
10 REM  FOLLOW THIS      Steve
 Jan 1984
20 REM
30 REM                    TURN OFF KEYCLICK
40 POKE 618,10
& CURSOR
50 GOSUB 2000             INSTRUCTION ROUTI
NE
 60 GOSUB 3000            SCREEN INITIALISA
TION
70 REM
 80 REM   GET RANDOM NUMBER  ADD TO A ST
RING, THEN LOOP AND DISPLAY
 90 REM   THE NUMBERS OR NOTES FOR EACH
NUMBER IN THE STRING
 95 REM
100 PLOT 1,9,10 PLOT 1,10,10
110 PLOT 19,19,10 PLOT 19,20,10
120 RN = RND(1)*7+1
130 ST$ = ST$+CHR$(RN+48)
140 LS = LEN(ST$)
150 FOR I=1 TO LS
160     NUM$ = MID$(ST$,I,1)
170     NUM = ASC(NUM$)-48
180     PLOT 10,9,NUM: PLOT 10,10,NUM
190     IF COL THEN PLOT 12,9,CHR$(127):
PLOT 12,10,CHR$(127)
200     IF NM THEN PLOT 14,9,NUM$: PLOT
14,10,NUM$
210     IF SND THEN PLAY1,0,2,2000:MUSIC1,
4,NUM,7:WAIT30 PLAY0,0,0,0ELSEWAIT30
220 NEXT I
229 REM GET RID OF STRAY KEY PRESSES
230 KEY$
240 WAIT 10
250 PLAY 2,0,2,2000
260 MUSIC 2,2,3,10
270 PLAY 0,0,0,0
280 FOR I=1 TO LS
290     NUM$=MID$(ST$,I,I)
300     CT=0
310     K0=KEY$
320     CT=CT+1
330     IF CT>INT(100/LS)+10 THEN 1000
340     IF K0=  THEN 310
350     IF K0<>NUM$ THEN 1020
360     NUM = ASC(NUM$) 48
370     PLOT 10,9,NUM: PLOT 10,10,NUM
380     IF COL THEN PLOT 12,9,CHR$(127)
PLOT 12,10,CHR$(127)
390     IF NM THEN PLOT 14,9,NUM$: PLOT
14,10,NUM$
400     IF SND THEN PLAY 1,0,2,2000: MUS
IC 1,4,NUM,7  WAIT 20
410 NEXT I
420 WAIT 10: PLAY 0,0,0,0
430 PLOT 27,19,STR$(LS): PLOT 27,20,STR
$(LS)
440 POKE 49090+LS, NUM+16
450 WAIT 30
460 GOTO 1200
```

page 155 ▶

FOR THE ORIC 1

FOLLOW THIS is based on the game of Simon, where the player has to copy a random sequence of notes produced by the machine. The player can choose to follow the notes coloured blocks displayed in display 1 7 in the relevant ink colour as a guide as well as the score and the sequence so far.

INSTRUCTIONS

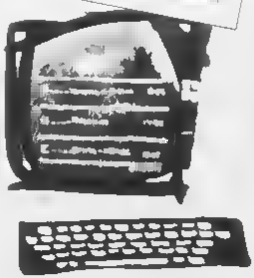
[illegible] the player is given the choice of seven options. The [illegible] play. The player can choose to display the [illegible] coloured block cascade or display the number [illegible] set on of the three. Your [illegible] a signal [illegible] number 1 7 which you must copy after with the [illegible] The sequence increases by one [illegible] sequence gets shorter the more [illegible] numbers in a bad [illegible]

STRUCTURE

[illegible] 10 [illegible] instructions and screen initialisation [illegible] 20-460 Main play [illegible] for double height character [illegible] 470-540 Get random number and add to string of numbers [illegible] 230-270 Make sure there are no stray key presses and make a sound [illegible] 280-410 Loop through sequence and check player inputs numbers in [illegible] 420-460 correct order and sequence and check player inputs numbers in [illegible] 1000-1100 Update score and get next coloured block [illegible] 2000-2230 Error end [illegible] 3000-3170 Instructions [illegible]

MAIN VARIABLES

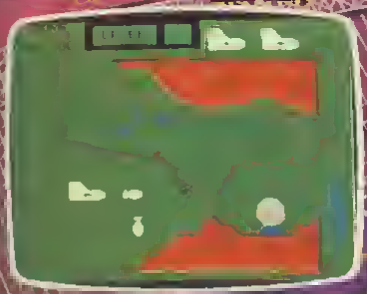
SND	[illegible]
COL	[illegible]
NM	[illegible]
RN	[illegible]
ST$	[illegible]
LS	[illegible]
NUM$	[illegible]
NUM	current number to be displayed as a [illegible]
K$	current number used as a key [illegible] player's input



Andy Bigin

ORIC (16&48K) TANDY COLOUR (16K)
DRAGON 32

SKRAMBLE



Actual picture of screen on
ORIC 48K

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◀ page 150

FOLLOW THIS

```
970 REM
980 REM    ERROR ROUTINE
990 REM    ~~~~~~~~~~~~~
1000 A$~ OUT OF TIME
1010 GOTO 1030
1020 A$="   WRONG"
1030 PLOT 10,9,A$  PLOT 10,10,A$
1040 SOUND 1,1000,10: PLAY 1,0,2,2000
WAIT 30: PLAY 0,0,0,0
1050 PLOT 6,16,"ANOTHER GAME(Y/N)"
1060 GET AN$
1070 IF AN$= Y" OR AN$~ y" THEN RUN
1080 IF AN$<> N" AND AN$ > n" THEN 1060
1090 PAPER4: INK4: CLS
1100 POKE 615,3
1110 END
1970 REM
1980 REM    INSTRUCTIONS
1990 REM    ~~~ ~~~~~~~ ~~~
2000 PAPER6: INK0: CLS
2010 PRINT:PRINT CHR$(4)
2020 PRINT,PRINT SPC(11), CHR$(27);  NF
OLLOW THIS"
2030 PRINT CHR$(4)
2040 PRINT CHR$(129);"The rules are sim
ple, just follow
2050 PRINT CHR$(129), my lead  I will s
ound a note, print
2060 PRINT CHR$(129), a number or a col
oured block ~ or
2070 PRINT CHR$(129);"all three if you
want
2080 PRINT "The time you get to respond
in gets
2090 PRINT "less the more numbers you g
et right
2100 PRINT: PRINT
2110 PRINT CHR$(132);  1 ~ just notes
2120 PRINT CHR$(132);  2 ~ just blocks
2130 PRINT CHR$(132);  3 ~ just numbers
2140 PRINT CHR$(132);  4 ~ notes & bloc
ks"
2150 PRINT CHR$(132);  5 ~ notes & numb
ers"
2160 PRINT CHR$(132);  6 ~ blocks & num
bers
2170 PRINT CHR$(132);  7 ~ all three
2180 PRINT:PRINT:PRINT CHR$(133), inp t
a number (1~7)"
2190 INPUT A
2195 IF A<1 OR A>7 THEN 2180
2200 IF A 1 OR A=4 OR A~5 OR A~7 THEN S
ND TRUE
2210 IF A=2 OR A=4 OR A=6 OR A=7 THEN C
OL=TRUE
2220 IF A=3 OR A=5 OR A=6 OR A=7 THEN N
M=TRUE
2230 RETURN
2970 REM
2980 REM
SOUND      DISPLAY COLOURS/NUMBERS AND
2990 REM
3000 PAPER 0: INK 2
3010 CLS
3020 PLOT 1,3,10: PLOT 1,4,10
3030 FOR I=1 TO 7
3040 ,  PLOT 2*I+6,3,I: PLOT 2*I+6,4,I
*I+7,4,CHR$(I+48)
3050 ,  PLOT 2*I+7,3,CHR$(I+48): PLOT 2
3060 ,  PLAY I,0,2,2000  MUSIC 1,4,I,7:
WAIT 30: PLAY 0,0,0,0
3070 NEXT I
3080 FOR I=49000 TO 49119
3090 ,  POKE I,16          FILL BOTTOM ROW
WITH BLACK PAPER ATTRIBUTE.
3100 NEXT I
3110 PLOT 20,19,"SCORE:  : PLOT 20,20,
SCORE
3120 RETURN
```

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5. A brief explanation of the function of each part of the program
6. A table giving the meaning of each variable

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Telephone number (if possible)

Name of program
Machine (including memory requirements)

I declare that this is an original program which has not been previously published

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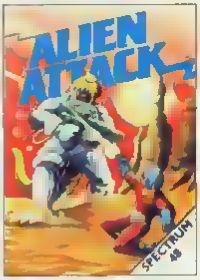

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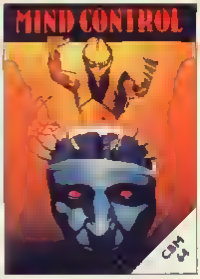

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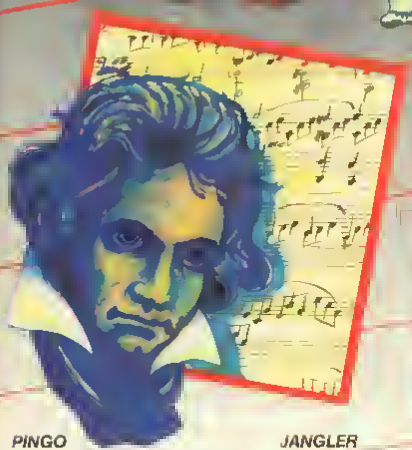

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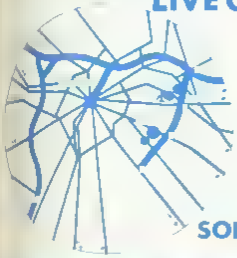

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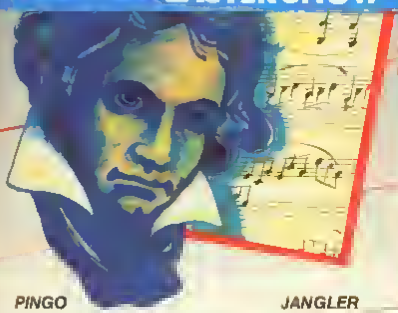

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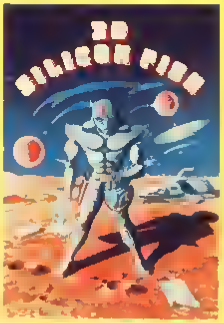

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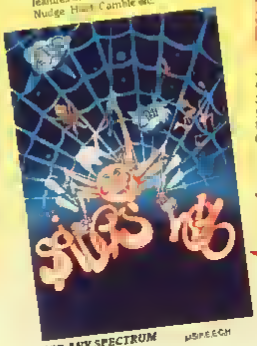

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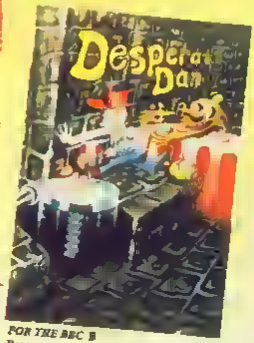

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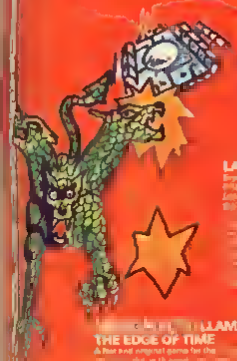

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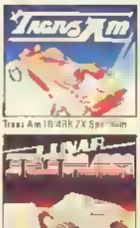

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Discover the names of seven micros hidden in the first grid
The names can run up, down forwards or backwards
In the second grid you must uncover the name of seven micro games companies
(Puzzle submitted by Gary Mitchell Norwich)

J	X	N	Y	L	E	K	M
N	N	O	O	B	R	D	U
L	D	R	A	G	O	N	B
E	U	T	B	C	R	B	T
B	B	C	C	I	V	S	C
S	E	E	Y	A	T	E	E
I	F	A	J	O	H	N	P
T	T	E	A	Y	G	N	S

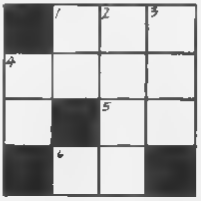
U	V	O	C	E	A	N	N
I	L	P	P	Z	X	T	O
T	B	W	R	O	A	P	T
J	O	Z	O	C	O	T	S
M	A	R	I	E	C	H	P
A	A	K	E	T	F	O	S
T	V	F	K	V	Y	W	S
E	N	T	G	A	M	T	T

NUMBER CROSSWORD

Each clue is a series of numbers linked to each other in a logical way The answer is the next number in the series

Across
(1) 614 411 16 67
(4) 959 982 1001 1003
(5) 333 4444 1
(6) 4 10 22 46

Down
(1) 74 72 73 71 72
(2) 16 64 256
(3) 3 1 15 5 62 186
(4) 14 15,12 17
(5) 38 36 33 29



MISSING VOWELS

Listed below are the names of ten well known Spectrum games except that all the vowels have been left out What are they?
(1) TC TC
(2) DNGN MSTR
(3) MNC MNR
(4) CK
(5) WHL
(6) SCB DV
(7) TM GT
(8) RCD
(9) PNTRTR
(10) MD MRTH
(Puzzle submitted by S Reeve Thatcham Berks)

ANSWERS AT THE BOTTOM OF THE PAGE

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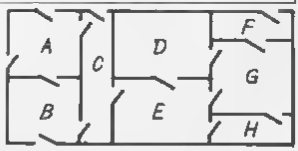
The diagram below is one of the many mazes where Pac-Man lives Unlike most mazes this one has lockable doors

To escape from the monsters chasing him Pac-Man can move through each door once, and once only locking it behind him He must end up safe in a completely locked room with all the doors to the other rooms locked

Which room must he end up in?



ANSWERS

MICRO SPOTTING
Grid 1 Lynx Spectrum One BBC Vic Dragon Electron Grid 2 Ultimate Ocean Firebird Mirrorsoft Imagine Bison

MISSING VOWELS
1 Alien Alex 2 Dungeon Master 3 Mario Miner 4 Cookie 5 Wheelie 6 Sophs Dave 7 Time Gate 8 Arcadia 9 Pentagram 10 Mad Martha

NUMBER CROSSWORD
14 11 34 1003 54 32 68 34
14 70 24 1024 34 372 44 10 54 24

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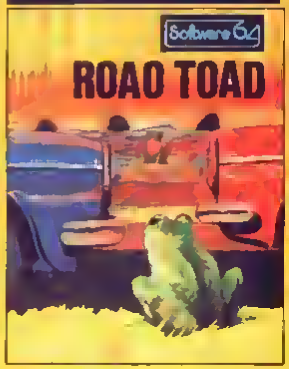

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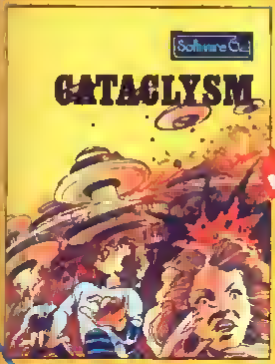

NEW

WORD FEUD £7.95

This brilliantly conceived program combines the best parts of arcade games with the best of educational games making a real family game that anyone who can see the screen can participate in. You have to find the word that is hidden twice in the jumble of letters then guide your sights over one of the occurrences of it.

The first to find it wins! You can play by yourself or in teams against the computer or against other players. Three difficulty levels are included to suit young and old alike!

BONZO 64 £7.95

This best selling game for the VIC 20 is now available on the 64! Featuring the most intelligent and devious monsters you have ever tried to avoid the Bonzos this game is a real joystick wrencher. Move Hons the handyman up and down the ladders to pick up the boxes from the different levels.

But don't meet a Bonzo on the way!

NEW

CATACLYSM £5.95

Pure shoot em up arcade action for the 64 and unexpanded VIC! The Lunar city of Ernam is under attack from the ships of the Jovian empire. Their merciless bombing will reduce your city to a pile of rubble unless you can hold them off. You are the commander of the sole loser defence base. Your mission hold out for as long as possible.

BURNIN' RUBBER

You are an entrant in the great Intergalactic Four Seasons Death Race! You must tackle the Spring, Summer, Autumn and Winter sections with the objective of running as many other cars as possible off the road. The opposition is numerous including the indestructable but slow Tank Cars, the tricky Deathmobiles and many other Demon Drivers. You have one advantage your car can fly for a limited distance allowing you to avoid hazards if you're quick enough! All this and more makes Burnin' Rubber the car race of the century!

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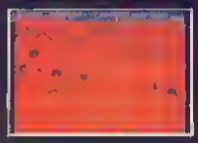

LAVERNFIGHTER

FOR THE 48K SPECTRUM
£5.95

ALERT..ALERT..ALIEN..FORCES ..FROM..THE..PLANET..ZRAGG.. ARE..PLANNING..TO..ATTACK.. AND..DESTROY..WATFORD ..THEY..MUST..BE..STOPPED.....

The sub-space communicator crackles briefly, then goes quiet. You type in the co-ordinates of the planet into your hyperdrive and hit the activate button. As the stars turn into white streaks, you think back to the last encounter with the forces of Zragg, the deadly caverns, the automatic missiles, the precious fuel dumps, the cavern guardians, the asteroids, but most of all, the treacherous maze. Can you guide the fighter "Gamma 14" through the caverns of Zragg? Can you hit the fuel dumps? Can you destroy the Dictator's base to save Watford? Now is your chance to discover your abilities.

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